Potion Brewing and Ingredient Gathering

A Supplementary Guide to DnD 5e for Expanded Features of the Alchemy, Herbology and Poison Kits

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Recipes

Using a Recipe

An asterisk (*) next to a recipe means that the item is not an official item in D&D. The cost of a recipe includes any mundane ingredients and equipment, which are assumed to be included with the appropriate tool. Ingredients specifically listed are considered to be 1 unit (such as flowers, bunches, or vials) unless otherwise specified.

Developing new Recipes

When your proficiency bonus increases, you can add a new recipe to your recipes known. This recipe must be of an appropriate level or lower, as indicated by the Discovering Recipes Table below. The table excludes Minor Potions, who are instead explained on page 14. If the player gets a higher proficiency bonus, they can instantly learn a new recipe without any cost or time investment.

This also happens retroactively when becoming proficient with the tool after obtaining a higher proficiency bonus.

Proficiency Bonus	Recipe Level
+2	Common (3)
+3	Uncommon
+4	Uncommon
+5	Rare
+6	Very Rare

Learning new Recipes

When you come across a new recipe, you add it to your recipes known. To become proficient and use the recipe requires time and money spent in experimentation, as indicated by the Recipes Table below.

Learning a new recipe always succeeds, but does not result in any product.

Recipe Level	Time	Cost
Common (3)	8 hours	50 gp
Uncommon	40 hours	250 gp
Rare	80 hours	500 gp
Very Rare	240 hours	1000 gp

Pricing Guide

Potions, poisons and other products have set prices based on their rarity. This cost is paid up front once the production is started. The price of ingredients used is subtracted from this price. The price of the product depends on its rarity and can be found in the table below.

If a potion making Check is failed, the original ingredients are returned, though gold spent is lost.

Ingredient Rarity	Cost
Common	5gp
Uncommon	10gp
Rare	50gp
Very Rare	150gp
Legendary	500gp

Items have 2 rarities: their gather rarity and their pricing rarity. The gather rarity refers to how hard the source of the ingredient is to find in the wild. The pricing rarity is what determines the value of an ingredient in the total price of a potion, poison or other product.

Integration for Foundry users

Action-Jay and theripper93 have been kind enough to make an integration of this module for Foundry users. It can be found here:

https://github.com/action-jay/potion-crafting-gathering

French version

Thanks to some amazing work from RobinsonetMoi, this guide is now available in French! It is available at this link: https://homebrewery.naturalcrit.com/share/SN8W43uam3w_

Alchemist's Supplies

Using Alchemist's Supplies

Proficiency with alchemist's supplies allows you to produce useful concoctions, such as potions and oils.

Contents

Alchemist's supplies include two glass beakers, a metal frame to hold a beaker in place over an open flame, a glass stirring rod, a small mortar and pestle, and a pouch of common alchemical ingredients including salt, distilled alcohol, powdered iron, and purified water.

Skill Checks

If you have proficiency in alchemist's supplies, you can use your tool proficiency to give yourself advantage on certain skill checks.

Arcana

Proficiency with alchemist's supplies allows you to unlock more information on Arcana checks involving potions and similar materials.

Investigation

When you inspect an area for clues, proficiency with alchemist's supplies grants additional insight into any chemicals or other substances that might have been used in the area.

Crafting Potions & Alchemical Concoctions

Common Recipes (DC 8)

Creation of these items requires the ingredients listed and 8 hours of work. After deducting the costs of the ingredient(s), a recipe costs 25gp.

Alchemist's Fire

This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged Attack against a creature or object, treating the alchemist's fire as an improvised weapon.

On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Ingredients: Fire Peas, Flask of Oil

Bottled Breath

This bottle contains a breath of elemental air. When you inhale it, you either exhale it or hold it.

If you exhale the breath, you gain the effect of the gust of wind spell. If you hold the breath, you don’t need to breathe for 1 hour, though you can end this benefit early (for example, to speak). Ending it early doesn’t give you the benefit of exhaling the breath.

Ingredients: Air elemental wisp

Blasting Powder

This volatile alchemical powder comes in a small pouch. When ignited by an open flame or a fuse, the powder explodes. Each creature within 5 feet of the exploding pouch must make a DC 13 Dexterity saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

A character can bind multiple pouches of blasting powder together so they explode at the same time. Each additional pouch increases the damage by 1d6 (maximum of 10d6) and the blast radius by 5 feet (maximum of 20 feet).

Ingredients: Flame Lily, Charcoal

Fake Blood *

Crafted from bloodroot and infused with small quantities of powdered iron, this concoction looks, smell and even tastes the same as the real deal. An investigation of 15 or higher or any level of identification magic reveals its true nature.

Ingredients: Bloodroot

Grenade, smoke

As an action, a character can throw a grenade at a point up to 60 feet away. With a grenade launcher, the character can propel the grenade up to 120 feet away.

One round after a smoke grenade lands, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.

Ingredients: Flame Lily, Frost Lichen

Ink, Spell Writing (common)

1 ounce bottle used in the writing of spells. Can be used for Level 1-3 spells, both for scrolls and in books.

Ingredients: Charcoal

Potion of Climbing

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and grey layers resembling bands of stone. Shaking the bottle fails to mix the colors.

Ingredients: Giant Wolf Spider Hair, Skulk Claw

Potion of Swimming *

The potion is made of layers of teal, light blue, and indigo fluid that resemble a deep ocean. Shaking the bottle fails to mix the colors.

When you drink this potion, you gain a swimming speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to swim.

Ingredients: Quipper Scale (x3)

Soothsalts

Soothsalts are derived from a naturally occurring crystalline. Soothsalts are consumed orally in lozenge-sized doses, and frequent users can be identified by the telltale crimson stain around their mouths. A creature subjected to a dose of soothsalts gains advantage on all Intelligence checks for 1d4 hours.

For each dose of soothsalts consumed, the creature must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion—an effect which is cumulative with multiple doses.

Soothsalts may be worth as much as 150 gp to the right buyer, but is often illegal to trade.

Ingredients: Soothsalt Geode

Uncommon Recipes (DC 12)

Creation of these items requires the ingredients listed and 24 hours of work. After deducting the costs of the ingredient(s), a recipe costs 100gp.

Ink, Spell Writing (Uncommon)

1 ounce bottle used in the writing of spells. Can be used for Level 4-6 spells, both for scrolls and in books.

Ingredients: Charcoal, finely ground iron

Invisible Ink *

1 ounce bottle of ink that can only be made visible with spells, traits or items that see the invisible, or by applying a mild acid.

Ingredients: Pixie's Parasol, Ink

Lesser Potion of Mana *

Vibrant blue and deeply purple, studded with dots of white and silver, this potion reminds of the night sky. When agitated, it lets out a soft, purple light. After drinking this potion, the user regains 2 Recovery Points similar to the wizard's Arcane Recovery or regains 2 sorcery points.

Ingredients: Pixie's Parasol, Silverthorn

Midnight Oil*

When the midnight oil is used to light a lantern, it emits bright light for 5 feet and dim light a further 5 feet for 8 hours. If a creature stays in the light emitted by this oil for the full 8 hours, they get all the benefits of a long rest without needing to sleep, provided they only engage in light activity such as reading, studying, talking, etc.

Ingredients: Flask of Oil, Pixie's Parasol

Oil of Slipperiness

This oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a freedom of movement spell for 8 hours.Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the grease spell in that area for 8 hours.

Ingredients: Flask of Oil, Crawler Mucus, Water Elemental Droplet

Pixie Dust

As an action, you can sprinkle this dust on yourself or another creature you can see within 5 feet of you. The recipient gains a flying speed of 30 feet and the ability to hover for 1 minute. If the creature is airborne when this effect ends, it falls safely to the ground, taking no damage and landing on its feet. A small packet holds enough pixie dust for one use.

Ingredients: Rainbow Mushroom, Eagle's Feather

Potion of Animal Friendship

Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair. When you drink this potion, you can cast the Animal Friendship spell (DC 13 Wisdom saving throw) for 1 hour at will.

Ingredients: Cat's tongue, Quipper Scale

Potion of Fire Breath

After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. The effect ends after you exhale the fire three times or when 1 hour has passed. This potion's orange liquid flickers, and smoke fills the top of the container and wafts out whenever it is opened.

Ingredients: Ashblossom, Fire Elemental Ember

Potion of Growth

When you drink this potion, you gain the "enlarge" effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

Ingredients: Sourgrass, Everfrost Berry, Giant Wolf Spider Hair

Potion of Resistance

When you drink this potion, you gain resistance to one type of damage for 1 hour. The damage type depends on the special ingredient added.

Ingredients: Hagfinger, plus a special ingredient

Damage Type	Ingredient
Acid	Crawler Mucus
Cold	Frost Lichen
Fire	Ashblossom
Force	Amphibian Saliva
Lightning	Lightning Moss
Necrotic	Nightshade
Poison	Earth Elemental Pebble
Psychic	Mindflayer Stinkhorn
Radiant	Sourgrass
Thunder	Singing Nettle

Potion of Waterbreathing

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

Ingredients: Gillyweed, Water Elemental Droplet

Rare Recipes (DC 15)

Creation of these items requires the ingredients listed and 80 hours of work. After deducting the costs of the ingredient(s), a recipe costs 500gp.

Ink, Spell Writing (Rare)

1 ounce bottle used in the writing of spells. Can be used for Level 7 and 8 spells, both for scrolls and in books.

Ingredients: Charcoal, finely ground iron, Willowshade Fruit

Oil of Dragon's Bane *

This oil can coat a single weapon for 3 uses, or up to 3 pieces of ammunition can be dipped in the oil for 1 use each. A dragon that takes damage from a weapon or piece of ammunition covered in the oil takes an additional 6d6 damage from the attack. The oil dries after 1 hour and becomes inert.

Ingredients: Dragon's Blood, Wyvern Poison

Potion of Aqueous Form

When you drink this potion, you transform into a pool of water. You return to your true form after 10 minutes or if you are incapacitated or die. You're under the following effects while in this form:

Liquid Movement. You have a swimming speed of 30 feet. You can move over or through other liquids. You can enter and occupy the space of another creature. You can rise up to your normal height, and you can pass through even Tiny openings. You extinguish nonmagical flames in any space you enter.

Watery Resilience. You have resistance to nonmagical damage. You also have advantage on Strength, Dexterity, and Constitution saving throws.

Limitations. You can't talk, attack, cast spells, or activate magic items. Any objects you were carrying or wearing meld into your new form and are inaccessible, though you continue to be affected by anything you're wearing, such as armor.

Ingredients: Water Elemental Droplet, Gillyweed, Quipper Scale (3)

Potion of Gaseous Form

When you drink this potion, you gain the effect of the gaseous form spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

Ingredients: Ectoplasm, Singing Nettle

Potion of Giant Strength

When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score. The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type.

Ingredients: Frost Lichen, a sliver of fingernail from a corresponding giant

Giant Type	Strength Score
Hill	21
Frost or Stone	23
Fire	25
Cloud	27
Storm	29

Potion of Mana *

Vibrant blue and deeply purple, studded with dots of white and silver, this potion reminds of the night sky. When agitated, it lets out a soft, purple light. After drinking this potion, the user regains 4 Recovery Points similar to the wizard’s Arcane Recovery or regains 4 sorcery points.

Ingredients: Pixie’s Parasol, Silverthorn, Dragon’s Blood

Potion of True Dreaming *

Black as the void, this liquid appears to flash in bright colours when looked at through the corner of one’s eye. When you drink this potion before falling asleep, your dreams show you true visions of of the past, present or possible future events related to a creature, location or object of your choosing. The DM determines the nature and duration of these visions.

Ingredients: Nothic Tear, Willowshade Fruit or Willowshade Oil.

Oil of Etherealness

Beads of this cloudy grey oil form on the outside of its container and quickly evaporate. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the etherealness spell for 1 hour.

Ingredients: Ectoplasm, Flask of Oil

Potion of Clairvoyance

When you drink this potion, you gain the effect of the clairvoyance spell for 10 minutes. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.

Ingredients: Morning Dew, Mandrake Root

Potion of Diminution

When you drink this potion, you gain the "reduce" effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

Ingredients: Pixie's Parasol, Moonstalker

Potion of Heroism

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the bless spell (no concentration required). This blue potion bubbles and steams as if boiling.

Ingredients: Hagfinger, Cat's Tongue

Potion of Invulnerability

For 1 minute after you drink this potion, you have Resistance to all damage. The potion's syrupy liquid looks like liquefied iron.

Ingredients: A piece of metal struck by lightning

Potion of Mind Reading

When you drink this potion, you gain the effect of the detect thoughts spell (DC 13 Wisdom saving throw) for 10 minute. The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

Ingredients: Mindflayer Stinkhorn, Moonstalker

Thor's Might *

A churning mass of a deep blue liquid, shot through with white streaks that remind of lightning. The container which holds this potion always shakes and quivers slightly. After drinking this potion, upon hitting a target with a melee weapon attack let's out thunderous crack that deals an extra 1d6 thunder damage for 1 minute, there is no limit to how often it can be used within this timespan.

Ingredients: Air Elemental Whisp or Giant's Nail (Cloud), Lightning Moss, Singing Nettle

Very Rare Recipes (DC 18)

Creation of these items requires the ingredients listed and 240 hours of work. After deducting the costs of the ingredient(s), a recipe costs 1000gp.

Ink, Spell Writing (Very rare)

1 ounce bottle used in the writing of spells. Can be used for Level 9 spells, both for scrolls and in books.

Ingredients: Charcoal, finely ground iron, Willowshade Oil (2)

Oil of Sharpness

This clear, gelatinous oil sparkles with tiny, ultrathin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls.

Ingredients: Ankheg Ichor, Silverthorn

Potion of Flying

When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

Ingredients: Air Elemental Whisp, Singing Nettle

Potion of Invisibility

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

Ingredients: Skulk Claw, Fairy Stool

Potion of Longevity

When you drink this potion, your physical age is reduced by 1d6 + 6 years, to a minimum of 13 years. Each time you subsequently drink a potion of longevity, there is 10 percent cumulative chance that you instead age by 1d6 + 6 years. Suspended in this amber liquid are a scorpion's tail, an adder's fang, a dead spider, and a tiny heart that, against all reason, is still beating. These ingredients vanish when the potion is opened.

Ingredients: Imp Heart, Red Amanita Mushroom

Potion of Possibility

When you drink this clear potion, you gain two Fragments of Possibility, each of which looks like a Tiny, greyish bead of energy that follows you around, staying within 1 foot of you at all times. Each fragment lasts for 8 hours or until used.

When you make an attack roll, an ability check, or a saving throw, you can expend your fragment to roll an additional d20 and choose which of the d20s to use. Alternatively, when an attack roll is made against you, you can expend your fragment to roll a d20 and choose which of the d20s to use, the one you rolled or the one the attacker rolled. If the original d20 roll has advantage or disadvantage, you roll your d20 after advantage or disadvantage has been applied to the original roll.

While you have one or more Fragments of Possibility from this potion, you can't gain another Fragment of Possibility from any source.

Ingredients: Skulk Claw, Ectoplasm

Potion of Speed

When you drink this potion, you gain the effect of the haste spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirls on its own.

Ingredients: Eagle's claw (4), Lightning Moss, Sugar

Potion of Truesight *

Drinking this potion grants truesight with a range of 120 feet for 1 hour.

Ingredients: Fairy Stool, Nothic Tears

Superior Potion of Mana *

Vibrant blue and deeply purple, studded with dots of white and silver, this potion reminds of the night sky. When agitated, it lets out a soft, purple light. After drinking this potion, the user regains 8 Recovery Points similar to the wizard's Arcane Recovery or regains 8 sorcery points.

Ingredients: Pixie's Parasol, Silverthorn, Dragon's Blood, Remorhaz Ichor

Herbalism Kit

Using Herbalism Kits

Proficiency with an herbalism kit allows you to identify both magical and nonmagical plants and safely collect their useful elements, and to create healing salves, potions, and tinctures.

Contents

A herbalism kit includes three pouches to store herbs, clippers and leather gloves for collecting plants, a mortar and pestle, and five glass jars.

Skill Checks

If you have proficiency in herbalism kits, you can use your tool proficiency to give yourself advantage on certain skill checks.

Arcana

Your knowledge of nature and uses of herbs can add insight to your magical studies that deal with plant creatures and your attempts to identify potions.

Investigation

When you inspect an area overgrown with plants, your proficiency bonus can help you pick out details and clues that others might miss.

Medicine

Your mastery of herbalism improves your ability to treat illnesses and wounds by augmenting your methods of care with medicinal plants.

Nature and Survival

You can identify most plants with a quick inspection of their appearance, smell, and their surrounding environment.

Crafting Salves, Potions, & Tinctures

To create any of the following items, an herbalism kit must be used. Proficiency in herbalism kits allows you to add your proficiency bonus to checks to their creation.

Common Recipes (DC 8)

Creation of these items requires the ingredients listed and 8 hours of work. After deducting the costs of the ingredient(s), a recipe costs 25gp.

Antitoxin

A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

Ingredients: Everfrost Berry, Cat's Tongue

Potion of Healing

You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated. It confers no benefit to undead or constructs.

Ingredients: Red Amanita Mushroom

Muroosa Balm

This paste made from the muroosa bush is known to help prevent sunburn, but it is also a fire retardant. After spending 1 minute applying a quarter pint of muroosa balm to your skin, you gain resistance against fire damage for 1 hour.

Ingredients: Flame Lilly, Muroosa twigs

Pepper Peppers *

A beneficial snack, these pick-me-ups have a fiery heat and a very satisfying crunch. Eating a Pepper Pepper grants the consumer 3 temporary hit points.

Ingredients: Fire Peas

Note: each recipe make 6 Pepper Peppers and can be made with the cooking kit as well.

Potion of Plantspeak *

A clear, brown liquid filled with vibrate green twigs and leaves that changes into a pale yellow liquid once opened. Drinking it grants the drinker the ability to communicate with plants for 5 minutes.

Ingredients: Cat's Tongue, Muroosa Bush

Soothing Salve *

A sticky, sour smelling salve that can be applied to wounds. When you expend hit dice to recover hit points while using this salve, you recover an additional 3 hit points for each hit die expended. This effect lasts for 1 hour after applied.

Ingredients: Sourgrass, Acid Dew

Quenching Pilther *

A blue potion that always has 2 ice cubes, a sprig of mint and 2 slices of lemon floating in it. It always cool to the touch. Drinking the potion quenching a person's thirst completely and removes their need to drink anything for 2 days. This makes it highly sought after near desserts for those who venture on caravans.

Ingredients: Muroosa Bush, Gillyweed

Willowshade Oil

A dark blue oil can be extracted from the fruit of the Willowshade plant. A creature can use its action to apply the oil to another creature that has been petrified for less than 1 minute, causing the petrified condition on that creature to end at the start of what would be that creature's next turn.

Ingredients: Willowshade Fruit

Uncommon Recipes (DC 12)

Creation of these items requires the ingredients listed and 24 hours of work. After deducting the costs of the ingredient(s), a recipe costs 100gp.

Blight Ichor

This bitter chartreuse concoction is distilled from a fungus native to the Blightshore badlands. The sickly green liqueur harbors potent psychedelic properties. Provided it is neither a construct nor undead, a creature subjected to a dose of blight ichor gains advantage on Intelligence and Wisdom checks, as well as vulnerability to psychic damage, for 1 hour.

For each dose of blight ichor consumed, the creature must succeed on a DC 15 Constitution saving throw or become poisoned for 1d6 hours and suffer the effects of a confusion spell for 1 minute. An undead creature subjected to a dose of blight ichor gains advantage on all Dexterity checks and is immune to the frightened condition for 1 hour.

Ingredients: Blight Spores

Brew of Babel *

Baby blue and highly opaque with something white moving in it, just out of view, and eyestrainingly yellow when shaken, this potion provides the ability to speak and understand, but not read or write, a language of choice for 1 hour.

Ingredients: Singing Nettle (2)

Fire Balm *

An orange, herbal paste used to aid people recovering from ailments. Applying a dose of this paste gives the user a +3 on a single Constitution, Wisdom or Charisma saving throw for the next 14 hours.

Ingredients: Flame Lily, Flask of Oil, Theki Root

Greater Antitoxin *

A mirky, pumpkin orange liquid, this potion grants the drinker advantage on saving throws against poison damage or against the poisoned condition for 12 hours. During this period, the drinker also does not take damage over time from any type of poison nor can they drop to 0 hit points from poison damage.

Ingredients: Theki Root, Sourgrass

Keoghtom's Restorative Ointment

This glass jar, 3 inches in diameter, contains 3 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh 1/2 pound. As an action, one dose of the ointment can be swallowed or applied to the skin. The creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease.

Ingredients: Oil, Theki Root, Red Amanita Mushroom (2)

Life's Liquor *

This potion has a strong pink colour and is completely clear with with the image of a red heart floating in the middle. No matter the angle you look at it, the heart always appears the same. Drinking this potion provides 2d6+2 temporary hit points.

Ingredients: Red Anamita Mushroom, Muroosa Bush

Murgaxor's Elixer of Life

Whoever drinks this concoction gains advantage on death saving throws for 24 hours.

Ingredients: White Ghost Orchid Seed

Pomander of Warding *

This ball of aromatic spices and perfumes fills an area with a 15 foot radius with a strong scent for 24 hours after being unwrapped. Undead creatures of CR 2 or lower that enter this area must make a DC 15 Wisdom saving throw or be turned, as detailed in the Turn Undead cleric feature.

Ingredients: Hagfinger

Potion of Advantage

When you drink this potion, you gain advantage on one ability check, attack roll, or saving throw of your choice that you make within the next hour. This potion takes the form of a sparkling, golden mist that moves and pours like water.

Ingredients: Willowshade Fruit, Rainbow Mushroom

Potion of Greater Healing

You regain 4d4 + 4 hit points when you drink this potion. The potion's red liquid glimmers when agitated. It confers no benefit to undead or constructs.

Ingredients: Red Amanita Mushroom (2)

Potion of Maximum Power

The first time you cast a damage-dealing spell of 4th level or lower within 1 minute after drinking the potion, instead of rolling dice to determine the damage dealt, you can instead use the highest number possible for each die. This glowing purple liquid smells of sugar and plum, but it has a muddy taste.

Ingredients: Theki Root, Olisuba Leaf, Dreamlily

Potion of Shapeshifting *

A very peculiar potion that changes its colour, clarity as well as the shape and material of its container every time no one is looking at it. Upon opening the container, it reverts back to its original container and appearance; a faint pink potion with suspended slivers of silver. Drinking this potion allows the drinker to use the Alter Self spell on themselves for 30 minutes without concentration.

Ingredients: Rainbow Mushroom, Olisuba Leaf

Tea of Refreshment *

This warm drink removes one level of exhaustion from whoever drinks it.

Ingredients: Morning Dew, Cat's Tongue

Thessaltoxin Antidote

This potion appears to change color and texture each time you look at it. When you drink the potion, it ends the Polymorph effect imposed by thessaltoxin.

Ingredients: White Ghost Orchid Seed, Theki Root

Rare Recipes (DC 15)

Creation of these items requires the ingredients listed and 80 hours of work. After deducting the costs of the ingredient(s), a recipe costs 500gp.

Bottled Rest *

A purple potion seemingly filled with clouds that continuously roll past the upper part of the solution. Drinking this restores 3 Hit Die.

Ingredients: Gillyweed, Hagfinger, Morning Dew

Elixir of Health

When you drink this potion, it cures any disease afflicting you, and it removes the blinded, deafened, paralyzed, and poisoned conditions. The clear red liquid has tiny bubbles of light in it. It confers no benefit to undead or constructs.

Ingredients: Fairy Stool, Gillyweed

Liquid Luck *

Visually indistinguishable from water, but tasting and smelling like the drinker’s favourite fruit. Drinking this potion grants the drinker advantage on all deception, Insight and persuasion checks for 3 hours.

Ingredients: Rainbow Mushroom, Muroosa Bush, Fairy Stool

Meditative Rest *

A vibrant orange liquid in which the vague images of two shape constantly fight each other. Drinking this restores 4 Ki Points.

Ingredients: Fire Peas, Everfrost berries, Flame Lily

Polymorph Potion *

An almost clear, pale green potion with a constantly morphing projection of a creature floating within. Drinking this potion allows the drinker to use the Polymorph spell on themselves for 15 minutes without concentration.

Ingredients: Rainbow Mushroom, Dreamlilly, Willowshade Fruit

Potion of Restoration *

A purple potion with images of strands of muscle, blood veins and chunks of organ floating in it. Drinking this potion causes destroyed or missing body parts and/or organs to regrow over a period of a week. This causes severe itching and sometimes rashy pain at the sites of regrowth.

Ingredients: Acid Dew (2), Morning Dew, Red Amanita Mushroom (2)

Potion of Revival

An entirely opaque, black potion with a point of light hanging in the middle. Drinking this potion has no effect on live people, but when poured down the throat of a person who died within a minute of administration it revives them, returning them to 1 HP. This does not work if they died of old age nor can it repair any missing body parts.

Ingredients: Acid Dew, Dreamlily, White Orchid Seed

Potion of Superior Healing

You regain 8d4 + 8 hit points when you drink this potion. The potion's red liquid glimmers when agitated. It confers no benefit to undead or constructs.

Ingredients: Red Amanita Mushroom (3)

Tincture of Werewolf's Bane *

Any lycanthrope that drinks this tincture must make a DC 19 Constitution saving throw. On a failed save, the lycanthrope takes 3d10 necrotic damage and must change to its humanoid form if it was not already in that form, after which the lycanthrope cannot change form for 24 hours. On a success, the lycanthrope only takes half that damage.

Ingredients: Wolfsbane, Silverthorn

Very Rare Recipes (DC 18)

Creation of these items requires the ingredients listed and 240 hours of work. After deducting the costs of the ingredient(s), a recipe costs 1000gp.

Reincarnation Dust

When this small pouch of purple dust is sprinkled on a dead humanoid or a piece of a dead humanoid, the dust is absorbed by the remains. If willing, the dead creature returns to life with a new body as if the reincarnate spell had been cast on the remains.

Ingredients: Angle Trumpet, White Ghost Orchid Seed, Lightning Struck Metal, Mandrake Root

Potion of Continuous Healing *

This murky red potion is highly sought after by soldiers and adventurers. After drinking it, the consumer gains 2d10 HP per turn for 1 minute.

Ingredients: Acid Dew, Red Amanita Mushroom (3), Olisuba Leaf

Potion of Enhanced Reactions *

This potion is constantly changing colour and darting from one corner of the container to the other, making it a pretty neat trinket. Drinking it might be more useful, though, as it grants +2 to all saving throws for 1 minute.

Ingredients: Lightning Struck Metal, Idle Claws, Hagfinger

Potion of Legendary Resistance *

Highly sought after by spellcasters, this ink black potion grant 2 uses of legendary resistance, allowing to succeed a failed saving throw at will once per turn. The charges remain until the drinker takes a long rest.

Ingredients: Black Sap, Mindflayer Stinkhorn, Mandrake Root

Potion of Protection *

A steel grey, mirky liquid with tiny, yellow, green, red, blue, purple, white and black beads floating around in it. Drinking this potion grants the drinker immunity to all status effects apart from prone, grappeled, restrained or unconsious for 1 hour.

Ingredients: Hagfinger, Idle Claws, White Ghost Orchid Seed

Potion of Supreme Healing

You regain 10d4 + 20 hit points when you drink this potion. The potion's red liquid glimmers when agitated. It confers no benefit to undead or constructs.

Ingredients: Red Amanita Mushroom (4)

Potion of Vitality *

This potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat. Drinking this potion removes all exhaustion from the drinker and cures any diseases and/or poisons affecting them. For the next 24 hours, the drinker has double the normal amount of hit die to expend during short rests and regains the maximum number of hit points for any Hit Die you spend.

Ingredients: Morning Dew (2), Cat’s Tongue (2), Olisuba Leaf

Vampiric Essence *

This potions is amongst the most difficult to brew. Small mistakes can result in a poisonous or just horribly bitter concoction. If brewed correctly, however, this violently sour and vibrant green potion can be lifesaving in the right hands. For 1 minute after drinking it, 1/5th of all piercing, slashing or bludgeoning damage dealt by the drinker is absorbed and used to restore the drinker’s own hitpoints.

Ingredients: Bloodroot, Theki Root, Black Cup Mushroom

Poisoner's Kit

Using Poisoner's Kits

Proficiency with a poisoner's kit allows you to create poisons from various materials and handle them without risking exposing yourself to their harmful effects.

Contents

A poisoner's kit includes 5 glass vials, a mortar and pestle, various common chemicals, and a glass stirring rod.

Skill Checks

If you have proficiency in poisoner's kits, you can use your tool proficiency to give yourself advantage on certain skill checks.

History

Your training in poisons can help you when you try to recall facts about infamous poisonings. Investigation and Perception Your knowledge of poisons has taught you to handle those substances carefully, giving an edge when you inspect poisoned objects or try to extract clues from events that involve poisons.

Medicine

When you treat the victim of a poison, your knowledge grants you insight into how to provide the best care to your patient.

Nature and Survival

Working with poisons enables you to acquire lore about which plants and animals are poisonous.

Crafting Poisons

Common Recipes (DC 8)

Creation of these items requires the ingredients listed and 8 hours of work. After deducting the costs of the ingredient(s), a recipe costs 25gp.

Acid Tablets*

Designed to look like Stomach Stoppers, these tablet pack a punch. Consuming one forces the target to make a DC 14 Constitution saving throw or take 1d6 acid damage and be unable to vomit for 30 seconds. At the start of each subsequent turn, the target must repeat the saving throw. A successful saving throw allows the target to throw up and rid themselves of the poison’s effect.

Type: Ingested
Ingredients: Acid

Basic Poison

You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the Poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Type: Injury
Ingredients: Nightshade

Biza’s Breath

A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or become poisoned for 1 minute. The poisoned creature must use its action to make a melee attack against a randomly determined creature within its reach. If there is no other creature within its reach, the poisoned creature does nothing on its turn. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

Type: Inhaled
Ingredients: Angle’s Trumpet, Frost Lichen

Dazzling Bomb*

A small bomb that, when set off, fills a 30 ft diameter sphere with a highly irritating powder. The bomb can be triggered either by a fuse or a tripwire. Creatures exposed to the powder are forced to make a DC 13 Dexterity saving throw or be stunned for 1 turn. Constructs are not affected by this poison.

Type: Inhaled
Ingredients: Nightshade, Gillyweed

Liquid Paranoia *

A creature who ingests this poison is inflicted with the frightened condition, with the source of fear being the next humanoid it sees within 5 minutes of ingestion. The creature must make a DC 15 Wisdom saving throw, on a failed save the fear lasts for 1 hour or half as long on a success.

Type: Ingested
Ingredients: Moonstalker

Nausea Pellet*

A black pellet made from Sourgrass that can be thrown as an improvised weapon with a 20/40 range. When thrown at a target, it shatters into a fine powder filling a 5x5ft square. Creatures in that square must make a DC 13 Constitution saving throw or become poisoned for 30 seconds and can repeat the saving throw at the end of their turn. Affected creatures can also decide to spend their action throwing up or a bonus action taking a Stomach Stopper to rid themselves of the poisoned condition.

Holding one's breath is ineffective as the powder targets the nasal mucosal membranes. Constructs are not affected.

Type: Inhaled

Ingredients: Sourgrass (2)

Perfume of Bewitching

This tiny vial contains magic perfume, enough for one use. You can use an action to apply the perfume to yourself, and its effect lasts 1 hour. For the duration, you have advantage on all Charisma checks directed at humanoids of challenge rating 1 or lower. Those subjected to the perfume's effect are not aware that they've been influenced by magic.

Ingredients: Perfume, Mindflayer Stinkhorn

Uncommon Recipes (DC 12)

Creation of these items requires the ingredients listed and 24 hours of work. After deducting the costs of the ingredient(s), a recipe costs 100gp.

Angel's Powder *

A hyper fine, bright white powder with a faintly sweet aroma, this powder is to be blown into the face of the target before dispersing harmlessly into the air. The target has to make a DC 15 Charisma Saving throw. On a failed save, the target experiences an altered version of reality where it perceives everyone as trusted friends and becomes extremely suggestible to non-aggressive forms of persuasion and deception as well as to seduction for 1 hour. On a successful save, the target experiences no effects.

Type: Inhaled

Ingredients: Angel's Trumpet, Dream Lily

Assassin's Blood

A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 1d12 poison damage and is Poisoned for 24 hours. On a successful save, the creature takes half damage and isn't Poisoned.

Type: Ingested

Ingredients: Basic Poison, Moonshade

Bane Berry Extract *

Pink and smelling like strawberries, this is a poison that forces the drinker to make a DC 14 Constitution saving throw. On a failed save, the target becomes poisoned. While poisoned, the target has disadvantage against Strength, Constitution and Dexterity saving throws for 15 minutes. On successful save, the target experience no effects.

Type: Ingested

Ingredients: Bane Berry

Black Paste *

This poison was specifically designed to resemble leather or boot polish. If a piece of clothing is treated with this poison, it shines like new and forces creatures that wears it for a total of 12 hours (does not have to be consecutive) to make a DC 15 Constitution saving throw. Upon a failed save, the creature receives 1d8 poison damage. Unless the poisoned piece of clothing is removed, the creature will have to repeat making the saving throw every 12 hours for the next 3 months.

Type: Contact via clothing

Ingredients: Black Cap Mushroom, Black Sap

Directed Delay *

This black liquid is highly viscous, having the consistency of concentrated molasses. When brought in contact with the blood via an injury or injection, the target has to make a DC 15 Wisdom saving throw. On a failed save, the target experiences the effect of the Slow spell and can remake the saving throw at the end of each turn. On a successful save, the target's movement speed is reduced by 5 feet for 3 turns.

Type: Injury

Ingredients: Idle Claws, Death Cap

Lava Paste *

Though a mundane looking, yellowish paste, this concoction is anything but. Once applied on skin or clothing, the paste forces the target to make a DC 14 Constitution saving throw. On a failed save, the target takes 2d6 fire damage and becomes vulnerable against fire damage for 1 occasion for the next 12 hours, on a successful save the target takes half damage and does not become vulnerable.

Type: Contact

Ingredients: Flame Lily, Fire Peas

Malice

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is blinded.

These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Type: Inhaled

Ingredients: Morning Dew, Black Sap

Pale Tincture

A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally.

Type: Ingested

Ingredients: Black Sap, Death Cap

Philter of Love

The next time you see a creature within 10 minutes after drinking this philter, you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

Type: Ingested

Ingredients: Fairy Stool, Serpent's Venom

Potion of Poison

This concoction looks, smells, and tastes like a Potion of Healing or other beneficial potion. However, it is actually poison masked by illusion magic. An identify spell reveals its true nature. If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

Type: Ingested

Ingredients: Potion of Healing, Bane Berry

Truth Serum

A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a zone of truth spell.

Type: Ingested

Ingredients: Fairy Stool, Mindflayer Stinkhorn

Rare Recipes (DC 15)

Creation of these items requires the ingredients listed and 80 hours of work. After deducting the costs of the ingredient(s), a recipe costs 500gp.

Burnt Othur Fumes

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 3d6 poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 1d6 poison damage. After three successful saves, the poison ends.

Type: Inhaled

Ingredients: Ashblossom, Moonstalker

Devil's Powder *

A hyper fine, red powder with a faintly smoky aroma, this powder is to be blown into the face of the target before dispersing harmlessly into the air. The target has to make a DC 18 Charisma Saving throw. On a failed save, the target experiences an altered version of reality where it perceives the world as a hellscape inhabited by foul creatures and becomes extremely vulnerable to intimidation, aggressive forms of persuasion and deception for 1 hour. On a successful save, the target becomes slightly paranoid and skittish.

Type: Inhaled

Ingredients: Angel's Trumpet, Blight Spores### Rare Recipes (DC 15) Creation of these items requires the ingredients listed and 80 hours of work. After deducting the costs of the ingredient(s), a recipe costs 500gp.

Dracula's Essence *

To be kept in a crystal vial, this poison looks like a small vial of fresh blood, but is always in motion, seemingly trying to escape it vessel. Upon opening the vial, it falls still and turns into a rust coloured liquid. When this potion is drank or comes in contact with the blood vial an injury or injection, it forces the target to make a DC 18 Constitution saving throw. On a success, the target retches the entire content of its stomach and takes 2d8 poison damage.

On a failure, the target immediately retches the entire content of its stomach, takes 2d10 poison damage and becomes unable to sleep. After 1 hour, the target becomes supremely sensitive to direct sunlight, taking 1d4 fire damage for each minute spend outside the shade of sunlight while not wearing Muroosa Balm. The target becomes unable to eat or drink anything besides raw meat and blood and has a great craving for the latter, especially of its own species. Attempting to eat or drink anything besides raw meat or blood results in the retching of the entire stomach and 1d6 poison damage. Each hour the target does not consume either raw meat or blood, it gains 1 point of exhaustion. This effects last for 24 hours.

Type: Ingested, Injury

Ingredients: Dracula's Blood, Dragon's Blood, Bloodroot, Red Amanita Mushroom

Drow Poison

This poison is typically made only by the drow, and only in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be Poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also Unconscious while Poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Type: Injury

Ingredients: Drider Venom, Mandrake Root

Essence of Ether

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Type: Inhaled

Ingredients: Nightshade, Mandrake Root

Magebane *

This potion looks like red wine but smells like old boots. Upon drinking it, the consumer gains the mage slayer feat for 1 minute.

Type: Ingested

Ingredients: Wolfsbane, Drider Poison, Serpent's Venom

Oil of Taggit

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become Poisoned for 24 hours. The Poisoned creature is Unconscious. The creature wakes up if it takes damage.

Type: Contact

Ingredients: Flask of Oil, Wolfsbane

Thessaltoxin

This poison was first created using blood harvested from the artificer Thessalar. A creature subjected to the poison must succeed on a DC 15 Constitution saving throw or take on a new form as if affected by the polymorph spell. The creature's new form is a random beast or a creature it has seen within the last 24 hours (as chosen by the DM). This transformation lasts until the end of the target's next long rest. This effect is not subject to dispel magic or remove curse, but a greater restoration spell restores the creature to its original form.

Ingredients: Dracula's Blood, Black Cup Mushroom

Torpor

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is Incapacitated.

Type: Ingested

Ingredients: Mandrake Root, Lightning Moss

Very Rare Recipes (DC 18)

Creation of these items requires the ingredients listed and 240 hours of work. After deducting the costs of the ingredient(s), a recipe costs 1000gp.

Armourer's Blight

This seemingly harmless, pale green liquid is what keeps the master armourer up at night. Designed and brewed carefully to turn the best armour in the realm into an unwearable death trap, this poison has the unique ability to seep into metal. When poured, smeared or thrown on a piece of armour, this oil forces the wearer of that armour to make a DC 17 Constitution saving throw at the start of each turn or take 4d6 lightning damage. On a successful saving throw, the target instead takes 4 lightning damage. This poison lasts for 10 years and can only be removed by heating the metal to at least 700 °C/ 1300 °F.

Type: contact

Ingredients: Giant's Toenail (Cloud or Storm), Acid Dew (3), Flask of Oil

Deathsleep *

A creature that ingests this poison must succeed at DC 19 Constitution saving throw or become poisoned for 24 hours. The poisoned creature appears to be dead, and only succeeding a DC 20 Medicine check can determine otherwise.

Type: Ingested

Ingredients: Tea of Refreshment, Purple Worm Poison

Essence of Rage *

A brown potion with the consistency of mud, it turns into a clear, violently red potion when agitated with more than the lightest touch. Drinking the potion provides the Rage ability of the Barbarian class for 30 seconds. When brought in contact with the blood of a creature through injury or injection, it forces the target to make a DC 16 Constitution saving throw. On a successful save, the target gets the Rage ability of the Barbarian class for 60 seconds. On a failed save, the target is forced into the Rage ability of the Barbarian class for 30 seconds and is forced to attack the closest target with melee attacks. Starting on the 2nd turn after the potion is applied, the target can make another Constitution saving throw. On a success, all effects end. This potion has no effect on constructs or undead.

Type: Ingested, Injury

Ingredients: Dragon's Blood, Moonstalker, Lightning Struck Metal

Medusa's Vengance*

This thick, grey liquid is a poison is to be applied to weapons or ammunition. If those weapons come in contact with the blood of a creature 3 times, the target is forced to make a DC 16 Charisma saving throw or become petrified over the next 3 turns; becoming more and more sluggish at the start of each of their turns, losing 1/3 of their max movement speed. On a failed save, the target loses 5ft of movement for the next 15 minutes. Once a target has made a successful saving throw, they are immune to the poison for the next minute.

The poison can coat a weapon for 5 minutes or 20 pieces of ammunition for a period of 3 days. Constructs are not affected by this poison.

Type: Injury

Ingredients: Angle's Trumpet, Black Sap, Idle Claws (2)

Midnight Tears

A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw, taking 9d6 poison damage on a failed save, or half as much damage on a successful one.

Type: Ingested

Ingredients: Death Cap, Ankheg Ichor

Sandman's Revenge*

This yellowish, chunky powder is a poison to be blown into the face of the target. Upon contact, the target must make a DC 18 Wisdom saving throw. Upon a failure, the target take 2d10 necrotic damage and suffers 3 levels of exhaustion. Upon a success, the target takes 4 necrotic damage and suffers 1 level of exhaustion.

Holding one's breath is ineffective as the powder targets the nasal mucosal membranes. Constructs and the undead are not affected.

Type: Inhaled

Ingredients: Remorhaz Ichor, Mandrake Root, Bane Berry

Night Hag's Curse*

Conceptually, this poison might be the worst one in existence. It is not meant to kill a person but to torment them to the end of their days. This clear, lilac liquid, once injected or ingested, forces the target to make a DC 18 Wisdom saving throw. On a success, the target suffers from vivid nightmares over the course of a week and suffers 4 psychic damage upon waking up each morning. On a failed saving throw, the target's brain is afflicted permanently and they experience night terrors that make it hard to sleep, resulting in 2d10 psychic damage upon waking up and no automatic lose of 1 point of exhaustion upon completing a long rest, instead requiring the throw of a d100 each morning. If the target throws a 25 or lower, the restore 1 point of exhaustion. If they throw between 26-74, they do not. If they throw a 75 or higher, they suffer 1 point of exhaustion. The only known way to get rid of the effects of this poison is a greater restoration spell cast at 6th level or higher after drinking a Tea of Refreshment while the target has no levels of exhaustion.

Type: Ingested, injury or injected

Ingredients: Devil's powder

Water of Death*

This liquid looks, smells and tastes like water. Even the majority of alchemic and magical tests on this liquid cannot distinguish it from water. Only the spell Identify cast at level 7 or higher or detailed alchemic test, lasting 24 hours and costing 300 gp, will reveal that this liquid is actually one of the deadliest poisons in existence.

Made from rare mushrooms, herbs and poisons, any contact with this poison forces the subjected creature to make a DC 20 Constitution saving throw. On a failed save, the creature suffers blindness and deafness for 48 hours and becomes too riddled with pain to move for 24 hours. The creature's maximum hit points is permanently reduced by 2d12 and receives 7d10 poison damage after 12 hours. On a successful save, the creature's maximum hit points is reduced by 2d12 hit points and has blurred vision and muffled hearing for 24 hours.

The lost maximum hit points can only be restored by healing after ingesting a Potion of Vitality or by a Greater Restoration or a Regenerate spell cast at level 8 or higher.

Type: Injury, Ingestion

Ingredients: Black Cap Mushroom, Wyvern poison, Dreamlilly, Hagfinger

Minor Potions

Minor potions are produced with either the alchemy or herbalism kit. They have reduced creation times and costs compared to more complicated potions and most recipes do not require special ingredients, instead being produced solely with basic ingredients. They are often produced in batches and can be highly sought after as commercial products with at least some of them found in any responsible apothecary store.

Recipes for minor potions are considered common knowledge and can be easily found and learned within 15 minutes and do not require mastering. Each time the player's proficiency bonus increases, the player can learn 2 new recipes. Learning a new minor potion recipe or completing a single dose or batch does not yield any Potion Making Exp. Successfully creating a minor potion requires passing a DC 7.

Individual minor potions cost 10 gold and 2 hours to produce, while a batch of 5 takes 45 gold and 8 hours. Potions that require special ingredients can be produced in single doses but this consumes the entire ingredient while not reducing the cost of the single dose. For example, a batch of 5 dandruff ointments requires 1 acid dew and 35 gp for a price of 7 Gp per dose. If the player decides to brew only 1 dose, this costs 1 acid dew and 7 gp. Minor potions have a market value of 20 gp unless specified otherwise.

Acid

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged Attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

This product costs 12,5 gp to produce and costs 25 gp. It cannot be produced in batches.

Ingredients: Grey Ooze Residue

Airway Aid

A fluorescently pink potion with a strong eucalyptus smell and a taste of liquorice. It is drank to open up airways in response to disease or allergic reactions. Each dose works for 3 hours. Each product contains 15 doses.

No Special Ingredients.

Anti-Acne Aid

A thick, white cream speckled with tiny blue fragments. Cures skin blemishes from red spots to severe acne. Acne treated with this salve typically leaves extremely minor to no scars behind. Each product contains enough cream to cover the face 30 times.

Ingredients: Everfrost Berries

Anti-Fungal Foot Cream

An unappetizing looking grey cream with yellow speckles, this is highly sought after in swampy areas as it is a powerful treatment for all manner of fungal foot infections. Each product is sufficient to treat both feet 14 times, assuming medium foot size.

No special ingredients.

Baby Sedative

A teal spray that smells like roses. It is an extremely mild sedative that is designed to be sprayed over the face of the baby. It is intended to calm colic or sick babies to allow them (and their family) to sleep. Each product contains 30 doses.

No Special Ingredients.

Beautification Brew

A red brew that boosts a person’s beauty by given their skin a nice glow, feeding their hair and giving them a bit more energy – or so the label says. Each product contains 10 doses.

No special ingredients.

Bladder Aid

A supremely tart, reddish-brown pill meant to be taken with water twice a day. It aids in clearing bladder and urethra infections. Usually, a mild infection takes 4 doses and a serious infection 10 or more doses. Each product contains 8 doses.

No special ingredients.

Bowel Blocker

A suppository, this capsule aids in relieving diarrhea and gas. One is to be taken each day and usually require only 1 dose to clear the problem. Each product contains 5 doses.

No special ingredients.

Bowel Mover

A purple-brownish paste that tastes strongly like figs with a hint of coffee. It is used to treat constipation and should be taken twice a day. Each product contains 18 doses.

No special ingredients

Bruise Bleaching Brew

A tiny bottle of pitch-black liquid. It helps heal bruises quickly, turning even the largest and blackest of bruises into faint yellowish spots within an hour. Each product contains only 1 dose.

No special ingredients.

Burn Remedy

A viscous, oily salve with a strong menthol smell. If applied to burns, it speeds up their recovery time 3-fold and reduces pain significantly. A minor burn is healed in 1-2 days after application, a 2nd degree burn takes 4-6 days and serious burns take 8+ days to heal after application. It also helps in reducing scarring from developing. A dose is sufficient to cover a playing card's worth of skin for 12 hours. A product contains 24 doses.

Ingredients: Flask of Oil

Common Cold Concoction

Suppresses the symptoms of the common cold completely, but does not cure it. One dose typically works for 24 hours, though severe cases might require more frequent doses. Unfortunately, this bit of medicine takes shape as greenish-yellow, slightly squishy tablets. Each product contains 20 doses.

No special ingredients.

Common Herbicide

Yellow and opaque, this product can kill grasses, herbaceous plants, young trees and bushes over a period of 12 hours after application. Plants that possess a stat sheet are not affected. Toxic effects of plants, should they possess them, remain 24 hours after the death of the plant. 1 dose can kill 50 square feet of plant growth.

Ingredients: Bane Berry

Cough Stop Drops

Small, incredibly hard, pink pills with an pleasantly sweet taste. These pills are to be suckled on and last for roughly 3 hours. During this time, the user's coughs caused by non-magical or chemical means are subdued. Each product contains 56 pills.

No special ingredients

Cover-up Concoction

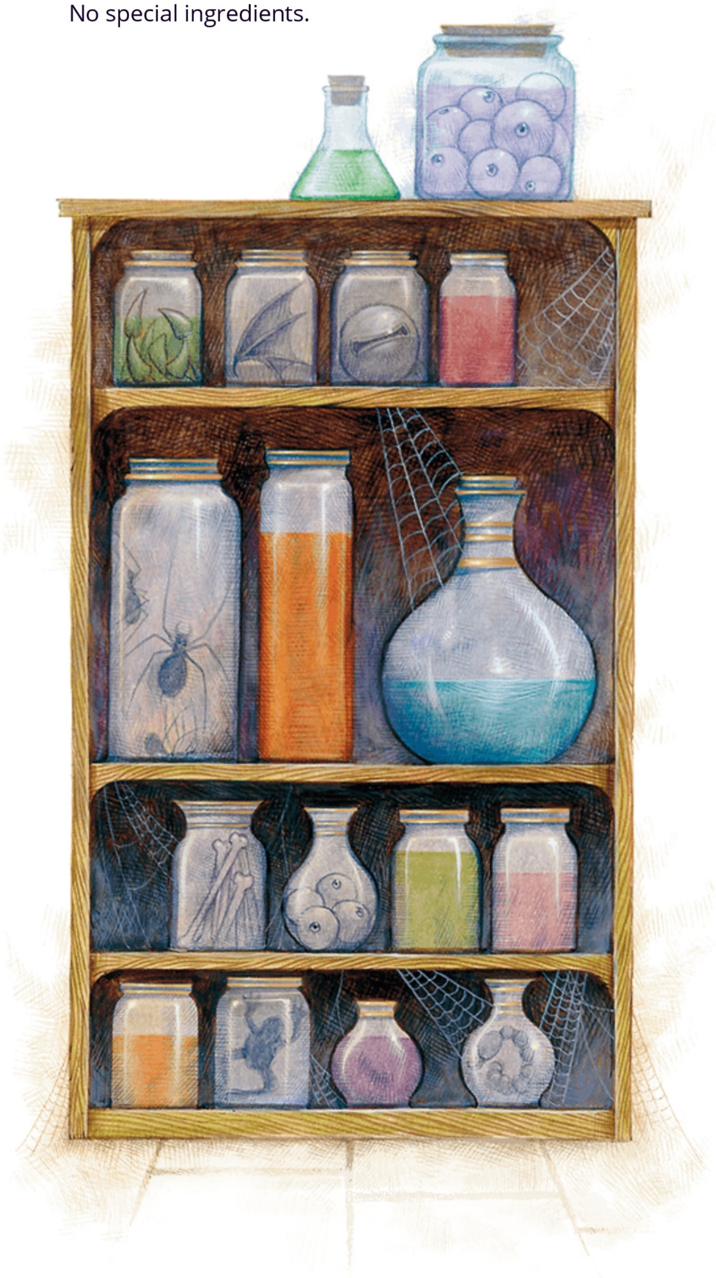
A colourless solution, it requires the adding of a single hair from the scalp of those who wish to use it, after which it will take on the natural hair colour of the user at age 25. Makes the hair on the user's head grow out by 10 centimeters, fills in bald spots and dyes the hair to the colour of the user at age 25. The bald spots gradually open up again over the period of a week and the colour slowly washes out of the course of a month. Each product is sufficient for 6 treatments.

No special ingredients.

Cure for Boils

This red tincture is to be applied on boils drop wise thrice a day. This should cause the boils to burst in 2-3 days instead of 17-21 days. This medicine is known to cause skin irritation and itching, which is often hard to identify due to the staining effect it. Each product is sufficient to cure 1 outbreak of boils.

No special ingredients.



Dandruff Draught

Though this product has the title of being a draught it should not be drank under any circumstance. The draught is rather acidic and tastes foul. Instead, it should be applied to the scalp where it is to be allowed to soak for 10 minutes before being rinsed out. Doing this removes any all dandruff or dried skin fragments from the user. Leaving the draught in place for too long can cause skin irritation and worse itching than the initial dandruff. Each product contains 8 doses.

Ingredients: Acid Dew

Ear Clear

A thin solution with a tangy smell, this is supposed to be poured into the ears when infected and left there for 2 minutes at a time. This is supposed to be repeated 3 times a day for 2 days or until the infection clears. Each product can treat 1 infection.

No special ingredients.

Eye Drops

A clear, colourless liquid with no smell. It has been made with several herbs extracts to treat both dry eyes and minor to moderate irritations of the eye. Dry eyes require 3 doses a day, infections 5. Each product contains 60 doses.

No Special Ingredients.

Fertility Booster

A pink potion with a purple-ish mist hanging above it that disappears once opened. Unfortunately, it tastes like chalk and burnt rubber. This potion is meant to be used for 5 days following the start a woman's menstruation by both the man and the woman trying to conceive. It is thought to give a slight boost to the odds of getting pregnant. It has no effect if either party is infertile. Each product contains 5 doses.

No special ingredients.

Fever Remedy

A lavender potion that tastes like mint and acetone. To be taken twice a day. It greatly aids in reducing the severity of fevers but does not clear the source of it. A vital piece of kit for any healer or doctor. Each product contains 15 doses.

No special ingredients.

Gentleman's Aid

A blue concoction often sold in an inconspicuous packaging, this product can assist men getting into "hard" situations for 2 hours at a time. Each product contains 24 doses.

No special Ingredients.

Haemorrhoid Ointment

A blue, red and orange speckled cream with a smell of aloe vera and blackberries. It is used to treat haemorrhoids. 3 doses should be applied daily for up to a week. Each product contains 20 doses.

No Special Ingredients.

Headache-Away

A fine, green powder meant to be sharply inhaled. It is very proficient at numbing headaches though careful dosing should always be used. Overconsumption can result in dizziness or even vertigo. Each product contains 12 doses.

No special ingredients.

Hiccup Brew

This pink solution is quite alcoholic and has a wonderful taste and is sometimes used in cocktails. It cures hiccups, both natural and magically induced. Excessive use can induce hiccups instead. Each product can treat 5 bouts of hiccups, or be used to make 15 cocktails.

No special ingredients.

Inflammation Queller

Tablets made from the extracts of ginger, garlic, turmeric and ginseng amongst others. This results in the tablets have a strong taste that is rarely liked. If taken twice a day, they can reduce inflammation of joints and muscles caused by anything from overuse to lessening impact of the arthritis. Can cause serious side effects in allergic people such as shortness of breath, passing out or even encephalitis and anaphylaxis. Each product contains 20 doses.

No special ingredients

Ink

An ordinary 5 ounce bottle of ink. Can be made in red, blue, green or black.

No special ingredients.

Insect Repellent Salve

A thick, greasy salve capable of repelling insects. This kind of repellent does not protects against giant insects or the vile swarms of insects described in appendix A of the Monster Manual. One application protects its wearer against normal insects for 24 hours. The salve is waterproof so it doesn't wash off in rain. Each product contains 40 applications.

Each time a product is made, 4 Insect Repellent Salves are produced. A batch production results in 20 Salves. A single Salve costs 5 gp.

Ingredients: Flask of Oil

Joint Lubrication

A thin oil that smells of almonds and citrus. It is to be rubbed on painful joints to numb the pain locally for up to 8 hours. Each product contains 80 doses.

No special ingredients.

Mouth Cleanser

A clear, cyan, highly alcoholic potion with a strong peppery burning sensory effect. It is to be used twice a day to reduce tooth decay and improve the smell of the breath. Each product contains 28 doses.

No Special Ingredients.

Lip Balm

A stick of white, slightly grease lip balm smelling like rosemary and orange blossom. This specific one has the dual function of moisturizing and treating infections such as sores. In good weather, a single dose per day is needed to treat chapped lips while cold weather can quadruple that. Any type of infection requires 3 doses a day for up to 2 weeks. Each product contains 100 doses.

Each time this product is made, 4 Lip Balms are produced. A batch production results in 20 Balms. A single Lip Balm costs 5 gp.

No special ingredients

Muscle Balm

A strongly smelling, herbal salve used to treat sore muscles. Each dose is sufficient to treat an area the size of the upper arm and shoulder. Each product contains 40 doses.

Ingredients: Flask of Oil

Pain Killer

Pills made with an extract of birch tree bark. These pills can generally relieve pains in the body for up to 5 hours, though specific pains may require more specialized medicine. Each product contains 18 doses.

No special ingredients.

Patch-up Potion

A faintly purple liquid, this potion heals abrasions and minor cuts in minutes. Very popular with the nannies of rich toddlers. Each product contains 5 doses.

Ingredients: Gillyweed

Pregnancy Prevention

An indigo potion which produces a green mist that appears only after opening the bottle. If taken for 5 days after the end of menstruation, it prevents the woman from getting pregnant for the duration of her cycle. Very popular amongst prostitutes and mistresses. Each product contains 5 doses.

No special ingredients.

Nerve Calmer

A grey, thick potion with a lemony taste. A dose of this potion reduces the stress and clams the nerves of a user. Highly popular amongst entertainment fighters, newbie bouncers, introverts, etc. It has been prescribed to people with certain phobias. Each product contains 20 doses.

Ingredients: Nightshade

Rapid Plant Growth Serum

A murky, pale green liquid, this should be both applied on leaves and stem the plant and some poured near the base of the plant to stimulate the root system. After 15 minutes, the plant's flowers blossom and/or seed pods ripen similar to being under the influence of the cantrip Druidcraft. Each product is sufficient to treat 5 medium sized plants or 1 tree.

No special ingredients.

Stomach Stopper

A slimy drink with a pleasant umami taste that is useful for calming upset stomachs, treating heartburn and easing nausea. Each product contains 8 doses.

No special ingredients.

Stone Crusher

A grey, white and black speckled potion that tastes like iron. It is highly effective in the treatment of gall and kidney stones if taken once a day for a week. If a course is properly followed, even severe cases of stones should be cleared. A product should contain 7 doses, but is often sold as a box of 5 vials.

No Special Ingredients.

Sleeping Pills

Small, indigo pills that taste rather bitter. Consuming a pill causes drowsiness and calms the mind, easing falling asleep but not knocking someone out. Dependencies can developed if used for 3 or more weeks in a row, making it nigh impossible to fall asleep without them. Because of this, each product should only contain 14 doses.

Ingredients: Dreamlily

Teleport Disorder Elixir

Though only experienced by a tiny portion of the population, the disorientation and sleep cycle disruption caused by teleporting great distances can be highly disruptive. This nearly fluorescently yellow-orange potion resets the mind to the currently location's day night cycle and eliminates the disorder. This makes this potion both highly sought after and almost never in stock, instead being produced on demand. Each product contains a single dose.

No special ingredients

Throat Soother

An almost sickingly sweet drink with a bitter aftertaste. This concoction is effective at suppressing throat aches and easing swallowing for 3 to 4 hours. Each product contains 14 doses.

No special ingredients.

Voice Restorer

A fizzy yellow potion that almost appears to sing once uncorked. Dinking it restores one's voice after it's been damaged from partying, shouting, a lack of sleep and minor illness. It's fairly popular with Any type of injury or magic caused muteness is not affected by this potion. Each product contains 4 doses.

No special ingredients.

Worm Slayer

A spicy, apple green drink that eliminates worms in the digestive tract. One dose is sufficient to treat even more severe infestations, but can lead to diarrhoea. Instead, it is often taken as 3 half-doses split over 2 days. Each product contains 2 doses.

No special ingredients

Gathering & Harvesting

Rules for Gathering

Certain areas may contain certain harvestable plants, fungi or, rarely, animals. To determine what goods can be found in areas, make a nature check. If the check is:

- ≥10 all common plants and fungi bound to that environment are identified
- ≥15 all common and uncommon plants and fungi bound to that environment are identified
- ≥20 all common, uncommon and rare plants and fungi bound to that environment are identified

The DM can decide to be more or less lenient depending on the area, a lush jungle may contain more interesting herbs and fungi than a windswept desert, after all. A DM can also pick and choose a few ingredients.

Inspecting an area to make the nature check takes 15 minutes. If the DM allows it, a +3 can be added to the check for each additional 15 minutes spent on investigating the area to a maximum of +6. The player can repeatedly search an area without repercussions on the amount of ingredients obtained from an area.

Rules for Harvesting

Once a herb or fungi is identified and the player is proficient with the herbalism kit, they can throw a d20 and add their proficiency bonus and their Potion Making Level modifier (see page 22) to that throw to determine if they can harvest the ingredient. Harvesting an ingredient takes 30 minutes. If the DM allows it, a +3 can be added to the check for each additional 15 minutes spent on gathering the ingredient to a maximum of +6. The player must decide beforehand how long they want to spent on harvesting the ingredient.

If the player fails to harvest an ingredient, a d4 is thrown. On a:

- 1: the ingredient is destroyed
- 2: the quantity of the ingredient is reduced by half
- 3: the quantity of the ingredient is reduced by a quarter
- 4: the ingredient is unaffected

Obtaining animal based ingredients doesn’t require proficiency with the associated kit, but must have access to the kit, though doing so provides the player with a -3 modifier instead of the proficiency modifier when the player is proficient with the kit. A player is always proficient with a knife. Harvesting an ingredient takes 30 minutes. If the DM allows it, a +3 can be added to the check for each additional 15 minutes spent on harvesting the ingredient to a maximum of +6.

Attempting to harvest animal ingredients can be done only once, failure results in the destruction of all harvestable ingredients.

Note: each item gathered is a separate, 30+ min action. A player collecting more than 1 ingredient must spent an additional 30+ min gathering it, but does not have to roll a new nature check.

Potion Crafting

When the player has gathered all required potion ingredients, tools and recipes and decides to make a certain potion or other product with one of their kits, the player must spend the required amount of gold (with the cost of the ingredients subtracted), as well as the number of workdays working on their project. The workdays don’t have to be subsequent and can be broken down further into single hours of work, with each workday is lasting 8 hours. If the DM allows it, the player may spent more than 8 hours a day working on their project. The player is allowed to spent their long rest working on their project if they are under the influence of items like Midnight oil or features like the warlock's Aspect of the moon. Progress done this way is at half the normal rate.

After the player has spent the required time working on the potion, they roll a d20, add their proficiency and their Potion Making Level modifier (See next page) to the total. If the player makes the check, the product is successfully completed. If the player fails the check, they are allowed to recover the ingredients, though lose the gold invested.

Pricing Guide

Potions, poisons and other products have set prices based on their rarity. This cost is paid up front once the production is started. The price of ingredients used is subtracted from this price. The price of the product depends on its rarity and can be found in the table below.

If a potion making Check is failed, the original ingredients are returned, though gold spent is lost.

Ingredient Rarity	Cost
Common	5gp
Uncommon	10gp
Rare	50gp
Very Rare	150gp
Legendary	500gp

Potion Making Level System (Playtest)

Practice makes perfect. This also goes for the art of potion crafting.

Each time a player identifies or successfully gathers an ingredient, learns a new recipe outside of improving their proficiency bonus or successfully completes a product an amount of Potion Making Exp. is awarded according to rarity and quantity. The values of those are depicted in the table below. A player's Potion Making level is general and applies equally to each of the three kits.

EXP.	Identify	Gather	Produced	Recipe learned
Common	5	2	80	60
Uncommon	10	8	200	150
Rare	20	12	750	500
Very Rare		20	2000	1500
Legendary		40		

When a player investigates an area, they get a reward for each herb ingredient identified, based on rarity. No Exp. reward is obtained from identifying animals. A player can only receive Exp. once for identifying an herb in an area. Subsequent investigation can be performed to find rarer ingredients, awarding Exp. to the player only for newly identified ingredients. So, if the player identifies Gillyweed, Red Aminata Mushrooms and Singing Nettles during the same investigation, they receive 5 + 5 + 10 = 20 Exp. If the player investigates the area again, rolls higher and identifies Gillyweed, Red Aminata Mushrooms, Singing nettles, Hagfinger and Moonstalker, the player receives an additional 20 + 20 = 40 Exp.

Once a player has identified ingredients and successfully collects them, they get a reward for each unit of that ingredient acquired, based on rarity. So, if a player successfully harvests 4 vials of Purple Worm Poison, they receive 4 * 40 = 160 Exp.

The player can also obtain Potion Making Exp. for learning new recipes and producing potions or other products, depending on rarity. Recipes can only be learned once (the recipe learning process is described on page 2). No Exp. Is awarded to recipes learned via character leveling.

An Excel spreadsheet with all ingredient rarities is also available: (https://drive.google.com/file/d/14KB0KTRPMHxkBGut_D4Mu8OqQBhrIe5V/view?usp=sharing). This spreadsheet can also be used to automatically record the players Exp., ingredient stock, product stock and Potion Making Level. The file is nonfunctional in Drive, but can be downloaded as a .xlsx file and works well that way.

Potion making modifier

Once the player has reached a certain Exp. value, they level up their potion making abilities to a maximum of level 10. Each level above level 1 provides a cumulative +1 to check made to determine if a potion was made successfully.

Level	EXP	Bonus
Lvl. 1	0	0
Lvl. 2	150	+1
Lvl. 3	450	+2
Lvl. 4	900	+3
Lvl. 5	1500	+4
Lvl. 6	2250	+5
Lvl. 7	3150	+6
Lvl. 8	4200	+7
Lvl. 9	5400	+8
Lvl. 10	6750	+9

Gatherable Plants & Fungi

Noted below are all fungi and plants that can be collected

Acid Dew

Like its more famous family, Honeydews, Acid Dew is a carnivorous plant, but with a stronger sting. It's droplets dissolve its prey with a sticky acid instead of enzymes in syrup. Touching the flowers without protection forces the target to roll a DC 13 Dexterity saving throw. On a failed save, the target takes 1d6 poison damage. Surprisingly, the acid has great curative characteristics once diluted sufficiently, aiding in the closing of wounds.

Gather rarity: Uncommon (DC 15)

Gathering: Herbalism Kit (DC 20)

Quantity: 1d6 flowers

Location: swamps, forests

Uses (7): Soothing Salve, Fire Balm, Dandruff Draught, Potion of Revival, Potion of Restoration, Armourer's Blight, Potion of Continuous Healing

Pricing rarity: Uncommon (10gp)

Angel's Trumpet

Its name is based on the shape and beauty of the flower: the purest of white and trumpet shaped with yellow stems. However, it is a dangerous plant. Inhaling the scent directly from the flower forces a DC 13 Wisdom saving throw. A failed save leaves the target confused for 1 minute. During this period, the target cannot move, take actions or reactions. This characteristic has been used in poisons to paralyze targets or make slaves more docile.

Gather rarity: Rare (DC 20)

Gathering: Herbalism Kit (DC 15)

Quantity: 1d8 flowers

Location: Forests, Hills

Uses (5): Angel powder, Devil's powder, Biza's Breath, Medusa's Vengance, Reincarnation Dust

Pricing rarity: Rare (50gp)

Ashblossom

This tiny flower is bright red with a yellow centre, and is found growing only in hot environments. It deals 1d4 fire damage when ingested, but it can be used to brew many fire-related potions by a knowledgeable alchemist.

Gather Rarity: Rare (DC 20)

Gathering: Herbalism Kit (DC 15)

Quantity: 1d6 blossoms

Location: Deserts, Volcanos

Uses (3): Potion of Fire Breath, Potion of Resistance (Fire), Burnt Othur Fumes

Pricing rarity: Rare (50gp)

Bane Berry

These trees form clusters of small, densely packed, red and white berries without ever flowering. Though they taste delicious, they are toxic and even deadly to children. Due to these trees growing well at the edges of cities, these trees kill dozens of children each year. It's thought that they are a creation of Cyric, Beshaba or Loviatar.

Gather Rarity: Uncommon (DC 15)

Gathering: Herbalism Kit (DC 15)

Quantity: 2d4 berries

Location: Urban areas

Uses (4): Bane Berry extract, Potion of Poison, Common Herbicide, Sandman's Revenge

Pricing rarity: Uncommon (10gp)

Black Cup Mushroom

This beautiful, blue-ish black, cup-shaped mushroom with an extremely poisonous bite is hard to miss against the green background of its surroundings, though best left alone. Touching this fungus without gloves or other protective gear forces the creature touching it to make a DC 16 Constitution saving throw. On a failed save, the creature take 1d10 poison damage.

Gather Rarity: Rare (DC 20)

Gathering: Herbalism Kit (DC 20)

Quantity: 1d4 stalks

Location: Forests, Swamps

Uses (4): Water of Death, Black Paste, Thessaltoxin, Vampiric Essence

Pricing rarity: Rare (50gp)

Black Sap

This tarry substance harvested from the dark boughs of the death's head willow is a powerful intoxicant. It can be smoked as a concentrate or injected directly into the bloodstream. A creature subjected to a dose of black sap cannot be charmed or frightened for 1d6 hours.

For each dose of black sap consumed, a creature must succeed on a DC 15 Constitution saving throw or become poisoned for 2d4 hours—an effect that is cumulative with multiple doses.

Gather Rarity: Rare (DC 20)

Gathering: Herbalism Kit (DC 15)

Quantity: 1d6 doses

Location: Sites of frequent or large scale death

Uses (4): Malice, Pale Tincture, Medusa's Vengance, Potion of Legendary Resistance

Pricing rarity: Rare (50gp)

Blight Spores

Bright red spores from Blightshrooms, growing exclusively in caves on the Blightshore and the Eastern side of the Penumbra Range. A creature exposed to a large dose of the spores must succeed a DC 16 Constitution saving throw or be Poisoned for 3d6 hours. While the creature is poisoned, it experiences the same effects as if it were under the Confusion spell. A restoration spell or a dose of antitoxin can remove the effect.

Gather Rarity: Rare (DC 20)
Gathering: Herbalism Kit (DC 15)
Quantity: 1d6 doses
Location: Blightshore Caves
Uses (2): Blight Ichor, Devil's Powder
Pricing rarity: Rare (50gp)

Bloodroot

On first glance, these roots look a lot like purple carrots, but upon being cut or broke ooze a bloodred liquid. If processed properly, this can be used as a long lasting dye or even food colouring. However, improper preparation can instead result in skin irritation or food poisoning.

Gather Rarity: Uncommon (DC 15)
Gathering: Herbalism Kit (DC 10)
Quantity: 1d8 roots
Location: Grassland, Savanah
Uses (3): Dracula’s Essence, Fake Blood, Vampiric Essence
Pricing rarity: Uncommon (10gp)

Cat's Tongue

This mid-sized herbaceous plant has bundles of small, 5 bladed, purple/white flowers that quickly turn and ripen into fig sized pods. The pods have a slightly toxic outer shell revealing an inner fruit that has a tard taste and great nutritional properties.

Gather Rarity: Common (DC 10)
Gathering: Herbalism Kit (DC 10)
Quantity: 2d4 pods
Location: Grassland, Forests
Uses (6): Potion of Animal Friendship, Potion of Heroism, Antitoxin, Tea of Refreshment, Potion of Vitality, Potion of Plantspeak
Pricing rarity: Common (5gp)

Death Cap

Though unassuming looking with a slender, white stalk and white to lightly brown, death cap is dangerous. 12 hours after ingesting the mushroom or an extract of it, a creature must make a DC 17 constitution saving throw or be poisoned. Once a creature is poisoned, it takes 2d8 poison damage and suffers severe stomach aches and cramps lasting 24 hours. If antidote is not taken during this period, the creature’s liver starts being degraded resulting in jaundice and takes 1d10 poison damage at midday until a Greater Restoration or Regenerate is performed or an elixir of health is consumed.

Gather Rarity: Rare (DC 20)
Gathering: Herbalism Kit (DC 20)
Quantity: 1d4 heads
Location: Forests, dry areas of Swamps
Uses (3): Midnight Tears, Pale Tincture, Directed Delay
Pricing rarity: Rare (50gp)

Dreamlily

A white, slightly silvery 5 pointed flower with an intoxicating smell. It can be soaked in warm water to create a psychoactive liquid that smells and tastes like your favorite beverage. A creature under the effects of dreamlily is poisoned for 1 hour. While poisoned in this way, the creature is immune to fear, and the first time it drops to 0 hit points without being killed outright, it drops to 1 hit point instead.

Gather Rarity: Common (DC 10)
Gathering: Herbalism Kit (DC 10)
Quantity: 2d6 flowers
Location: Grasslands, Coasts
Uses (6): Potion of Poison, Potion of Maximum Power, Polymorph Potion, Angel powder, Sleeping Pills, Potion of Revival
Pricing rarity: Common (5gp)

Everfrost Berries

A babyblue, heartshaped berry the size of a blueberry known for their purifying properties. The plants these berries grow on are wholly immune to any frost damage, and are known for their abundance of fruit during harsh winters.

Gather Rarity: Common (DC 10)
Gathering: Herbalism Kit (DC 5)
Quantity: 3d6 berries
Location: Grasslands, Forests
Uses (5): Potion of Growth, Potion of Resistance (Poison), Antitoxin, Anti-Acne Aid, Meditative Rest
Pricing rarity: Common (5gp)

Fairy Stool

This small pink mushroom is most often found in fairy rings. Ingesting it causes blindness for 1 minute on a failed DC 20 Constitution saving throw, along with vivid hallucinations.

Gather Rarity: Rare (DC 20)

Gathering: Herbalism Kit (DC 15)

Quantity: 1d4 stalks

Location: Feywild, Forests

Uses (6): Potion of Invisibility, Potion of Truesight, Elixer of Health, Philter of Love, Truth Serum, Liquid Luck

Pricing rarity: Rare (50gp)

Fire Peas

Though the pale blue flowers of this plant may suggest otherwise, the pea pods of this low shrub are scorchingly spicy and a sought after spice in certain areas of the world.

Gather Rarity: Uncommon (DC 15)

Gathering: Herbalism Kit (DC 15)

Quantity: 1d6 pods

Location: Desert, Savanah

Uses (4): Alchemist's Fire, Lava Paste, Pepper Peppers, Meditative Rest

Pricing rarity: Uncommon (10gp)

Flame Lily

Named after its red and orange, 7-leafed flowers whose petals point skywards as opposed to the downwards facing stems, resembling a flame. When used carefully, these flowers can be used for curative concoctions, but high doses are deadly.

Gather Rarity: Uncommon (DC 15)

Gathering: Herbalism Kit (DC 15)

Quantity: 1d8 flowers

Location: Desert, Savanah

Uses (6): Blasting Powder, Grenade, smoke, Muroosa Balm, Fire Balm, Lava Paste, Meditative Rest

Pricing rarity: Uncommon (10gp)

Frost Lichen

An eyeblindingly white lichen that grows on rocks in regions of year long freezing temperatures.

Gather Rarity: Uncommon (DC 15)

Gathering: Herbalism Kit (DC 15)

Quantity: 1d6 bunches

Location: Arctic

Uses (4): Grenade, smoke, Potion of Giant's Strength, Potion of Resistance (Cold), Biza's Breath

Pricing rarity: Uncommon (10gp)

Gillyweed

This emerald green kelp is found underwater and is always covered in tiny air bubbles, which makes it easy to spot by a trained herbalist.

Gather Rarity: Common (DC 10)

Gathering: Herbalism Kit (DC 10)

Quantity: 2d4 leaves

Location: Coasts, Swamps

Uses (7): Potion of Waterbreathing, Elixer of Health, Patch-up Potion, Quenching Pilther, Dazzling Bomb, Bottled Rest, Potion of Aqueous FormPotion of Aqueous Form

Pricing rarity: Common (5gp)

Hagfinger

These small tubers are a pale, sickly green and resemble long fingers. When dried and ground up into a powder, it gives off a strong aroma and can be used as an herbalism and potion ingredient.

Gather Rarity: Rare (DC 20)

Gathering: Herbalism Kit (DC 15)

Quantity: 1d4 dried fingers

Location: Forests, Swamps

Uses (6): Potion of Resistance, Potion of Heroism, Pomander of Warding, Potion of Protection, Bottled Rest, Potion of Enhanced Reactions

Pricing rarity: Rare (5gp)

Idle Claws

This extremely long lived and slow growing creeper vine is named after its equally long lasting flowers. They form large clusters of claw shaped, slightly fluorescent, turquoise flowers that seem to flower for years. It’s been theorized that this plant experiences time at a different rate than the rest of the world. Due to its slow growth, it produces very few seed pods each year. These pods are sought after for their use in potions.

Gather Rarity: Rare (DC 20)

Gathering: Herbalism Kit (DC 15)

Quantity: 1d4 pods

Location: Hills, Mountains

Uses (5): Potion of Speed, Directed Delay, Potion of Protection, Potion of Enhanced Reactions, Medusa’s Vengance

Pricing rarity: Rare (50gp)

Lightning Moss

This light blue moss grows only where lightning has struck and gives off a faint static electric shock when touched. If rubbed on the bottom of a creature's feet or pair of shoes, the creature's speed increases by 5 feet for 1 hour.

Gather Rarity: Uncommon (DC 15)

Gathering: Herbalism Kit (DC 15)

Quantity: 1d6 clumps

Location: Coasts, Mountains

Uses (4): Potion of Resistance (Lightning), Torpor, Potion of Speed, Thor's Might

Pricing rarity: Uncommon (10gp)

Mandrake Root

This twisted pale root resembles a gnarled humanoid infant. It inflicts the poisoned condition for 1 hour when ingested.

Gather Rarity: Uncommon (DC 15)

Gathering: Herbalism Kit (DC 15)

Quantity: 1d4 roots

Location: Underground

Uses (7): Potion of Clairvoyance, Drow Poison, Essence of Ether, Torpor, Sandman's Revenge, Potion of Legendary Resistance, Reincarnation Dust

Pricing rarity: Uncommon (10gp)

Mindflayer Stinkhorn

This purple fungus has slimy, tentacle-looking stalks and smells of rotting flesh. A creature who eats this fungus must make a Constitution saving throw (DC10). On a success, the creature can cast detect thoughts at will for 1 hour, requiring no material components. On a failure, the creature takes 1d6 psychic damage.

Gather Rarity: Uncommon (DC 15)

Gathering: Herbalism Kit (DC 10)

Quantity: 1d4 stalks

Location: Underground

Uses (5): Potion of Resistance (Psychic), Potion of Mind Reading, Truth Serum, Potion of Legendary Resistance, Perfume of Bewitching

Pricing rarity: Uncommon (10gp)

Moonstalker

This pale blue flower grows in pairs and blooms only during the nighttime, and has an ethereal glow. The flower sheds dim light for 5 feet when blooming, and is often mistaken for glowing eyes from a distance.

Gather Rarity: Rare (DC 20)

Gathering: Herbalism Kit (DC 10)

Quantity: 1d4 x2 flowers

Location: Coasts, Swamps

Uses (4): Potion of Diminution, Potion of Mind Reading, Liquid Paranoia, Essence of Rage

Pricing rarity: Rare (50gp)

Morning Dew

This plant grows into either a large shrub or small tree and seems to reproduce via root systems since it has no flowers of any kind. The long, narrow leaves of this plant are used in teas and medicine.

Gather Rarity: Common (DC 10)

Gathering: Herbalism Kit (DC 10)

Quantity: 2d6 leaves

Location: Forests, Savannahs

Uses (6): Potion of Clairvoyance, Tea of Refreshment, Potion of Vitality, Malice, Potion of Restoration, Bottled Rest

Pricing rarity: Common (5gp)

Muroosa Bush

Growing in arid areas in Savannahs and deserts, this bush seems to be utterly unaffected by heat and the sun no matter the intensity.

Gather Rarity: Uncommon (DC 15)

Gathering: Herbalism Kit (DC 15)

Quantity: 1d6 twigs

Location: Deserts, Savannahs

Uses (5): Muroosa Balm, Life's Liquor, Liquid Luck, Potion of Plantspeak, Quenching Pilther

Pricing rarity: Uncommon (10gp)

Nightshade

An inky black flower with purple stalk. It deals 1d4 poison damage when ingested and, on a failed Constitution saving throw, inflicts the poisoned condition for 2d4 hours.

Gather Rarity: Uncommon (DC 15)

Gathering: Herbalism Kit (DC 20)

Quantity: 1d6 flowers

Location: Forests

Uses (4): Potion of Resistance (Necrotic), Basic Poison, Essence of Ether, Dazzling Bomb

Pricing rarity: Uncommon (10gp)

Olisuba Leaf

These dried leaves of the Olisuba tree, when steeped to make a tea, can help a body recover from strenuous activity. If you drink a dose of Olisuba tea during a long rest, your exhaustion level is reduced by 2 instead of 1 at the end of that long rest.

Gather Rarity: Uncommon (DC 15)

Gathering: Herbalism Kit (DC 10)

Quantity: 2d6 leaves

Location: Forests, Grasslands

Uses (4): Potion of Vitality, Potion of Maximum Power, Potion of Shapeshifting, Potion of Continuous Healing

Pricing rarity: Uncommon (10gp)

Pixie's Parasol

A tiny mushroom, though with it's bright blue cap and white stalk and gills but one hard to miss. At night, they are downright easy to find due to their bioluminescence. They are key ingredients in many potions and inks. Harvesting them may be a hassle, though, since pixies often defend them from those who wish to take them.

Gather Rarity: Rare (DC 20), Common (DC 10) in Feywild

Gathering: Herbalism Kit (DC 15)

Quantity: 1d12 stalks

Location: fallen logs in non-dry climates

Uses (6): Invisible Ink, Potion of Diminution, Midnight Oil, Lesser Potion of Mana, Potion of Mana, Superior Potion of Mana

Pricing rarity: Rare (50gp)

Rainbow Mushroom

This shroom appears like a very ordinary one, brown cap, black gills and white stem. That is, until one is cut. The hood's exposed flesh is first a rosemary green, then turns a light blue before turning a deep shade of Bordeaux. The stem's colour instead goes from a deep blue to a pale orange after being cut or torn. Eating this mushroom forces the consumer to make a DC 14 wisdom saving throw. On a failed save, the consumer becomes confused for 30 minutes. During this period, the consumer sees colours change from one shade to another as well as several times more intense than normal.

Gather Rarity: Rare (DC 20)

Gathering: Herbalism Kit (DC 15)

Quantity: 1d8 mushrooms

Location: Forests, Mountains, Hills

Uses (5): Polymorph Potion, Potion of Shapeshifting, Potion of Advantage, Liquid Luck, Pixie Dust

Pricing rarity: Rare (50gp)

Red Amanita Mushroom

This red-capped mushroom can grow to the size of a small dish. It deals 1d4 poison damage when ingested, but can be used to brew healing potions by a careful herbalist.

Gather Rarity: Common (DC 10)

Gathering: Herbalism Kit (DC 10)

Quantity: 2d4 stalks

Location: Swamps, Forests

Uses (10): Potion of Longevity, Potion of Healing, Potion of Greater Healing, Potion of Superior Healing, Potion of Supreme Healing, Life's Liquor, Dracula's Essence, Potion of Restoration, Potion of Continuous Healing, Keoghtom's Restorative Ointment

Pricing rarity: Common (5gp)

Silverthorn

This thorny vine is a pale silver color, and is hard as metal. Patches of silverthorn create difficult terrain, and deal 1d6 piercing damage if moved through at normal speed.

Gather Rarity: Rare (DC 20)

Gathering: Herbalism Kit (DC 15)

Quantity: 1d6 thorns

Location: Arctic, Mountains

Uses (6): Tincture of Werewolf's Bane, Oil of Sharpness, Potion of Vitality, Lesser Potion of Mana, Potion of Mana, Superior Potion of Mana

Pricing rarity: Rare (50gp)

Singing Nettle

This vine has sharp, stinging hairs covering it. A creature who touches these hairs must make a Wisdom saving throw (DC 15) or be overwhelmed by the urge to bellow a song at the top of their lungs.

Gather Rarity: Uncommon (DC 15)

Gathering: Herbalism Kit (DC 15)

Quantity: 2d4 leaves

Location: Swamps, Mountains, Forests

Uses (5): Potion of Resistance (Thunder), Potion of Gaseous Form, Potion of Flying, Brew of Babel, Thor's Might

Pricing rarity: Uncommon (10gp)

Sourgrass

This green, long-bladed grass has a pungent smell and flavor. Humanoids who come within 5 feet of uncut sourgrass must make a successful Constitution saving throw (DC 10) or become overwhelmed with nausea and inflicted with the poisoned condition for 30 seconds.

Gather Rarity: Uncommon (DC 15)

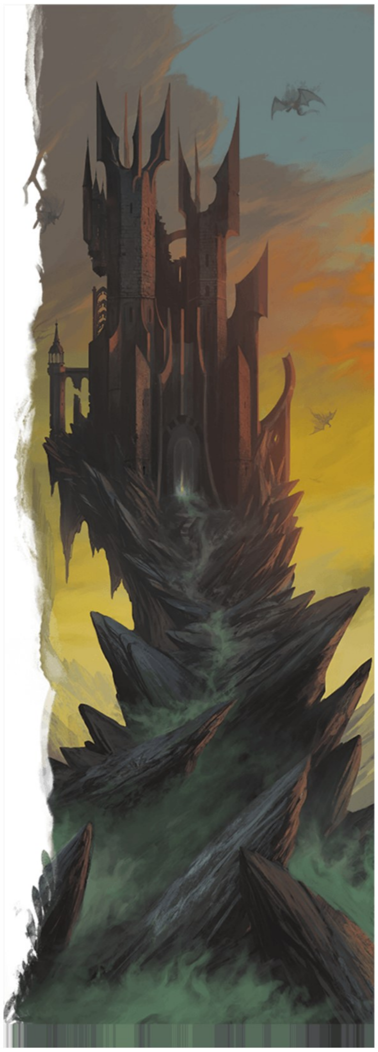
Gathering: Herbalism Kit (DC 5)

Quantity: 2d4 clumps

Location: Grasslands, Mountains

Uses (4): Soothing Salve, Potion of Growth, Potion of Resistance (Radiant), Greater Antitoxin, Nausea Pellet

Pricing rarity: Uncommon (10gp)



Theki Root

This thick root tastes bitter but is thought to aid digestive health. When you use an action to consume a dose, you gain advantage on saving throws against the effects of poisonous or toxic substances for 8 hours.

Gather Rarity: Uncommon (DC 15)

Gathering: Herbalism Kit (DC 15)

Quantity: 1d6 Roots

Location: Swamps

Uses (6): Potion of Maximum Power, Greater Antitoxin, Fire Balm, Thessaltoxin Antidote, Vampiric Essence, Keoghtom's Restorative Ointment

Pricing rarity: Uncommon (10gp)

White Ghost Orchid Seed

More rarely, the orchids produce a smaller pod holding a single white seed. It is well known for its properties in resurrections and healing potions.

Gather Rarity: Rare (DC 20)

Gathering: Herbalism Kit (DC 10)

Quantity: 1d4 seeds

Location: Forest, Coasts

Uses (5): Murgaxor’s Elixer of Life, Thessaltoxin Antidote, Potion of Protection, Potion of Revival, Reincarnation Dust

Pricing rarity: Rare (50gp)

Willowshade Fruit

A pepper shaped fruit with great digestive aiding properties.

Gather Rarity: Uncommon (DC 15)

Gathering: Herbalism Kit (DC 15)

Quantity: 1d8 fruit

Location: Swamps, Coasts, Riversides

Uses (4): Willowshade Oil, Potion of True Dreaming, Polymorph Potion, Potion of Advantage

Pricing rarity: Uncommon (10gp)

Wolfsbane

This white-grey flower blooms only on a full moon and in high altitudes. Canines who come within 10 feet of wolfsbane must make a Wisdom save (DC 15) or be forced to move as far as they can away from the plant.

Gather Rarity: Rare (DC 20)

Gathering: Herbalism Kit (DC 15)

Quantity: 1d4 flowers

Location: Mountains

Uses (3): Tincture of Werewolf's Bane, Oil of Taggit, Magebane

Pricing rarity: Rare (50gp)

Inorganic materials

Lightning Struck Metal

A piece of metal struck by metal weighing at least 0,5 Ounces. Coinage struck by lightning is excluded.

Gather Rarity: Rare (DC 20)

Gathering: -------

Quantity: -------

Location: -------

Uses (4): Potion of Invulnerability, Essence of Rage, Potion of Enhanced Reactions, Reincarnation Dust

Pricing rarity: Rare (50gp)

Soothsalt Geode

A geode covered in a crystalline substance that can be extracted into soothsalts.

Rarity: Rare (DC 20), Common (DC 10, only in the Miskath pit)

Gather Gathering: Pickaxe or Crowbar (DC 10) (no modifier)

Quantity: 1d4 Geodes

Location: Blightshore

Uses (1): Soothsalts

Pricing rarity: Rare (50gp)

Harvestable Creature Parts

Noted below are all animals that can be killed to harvest ingredients

Ankheg

Large monstrosity, unaligned (CR 2)
Location: nests beneath fields and forests
Ingredients:

- Ankheg Ichor: A creature that comes in contact with this mucus must succeed on a DC 13 Constitution saving throw or be Poisoned for 1 minute. The Poisoned creature is Paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rarity: Uncommon (DC 15)
Harvesting: Poisoner's Kit (DC 15)
Quantity: 1d4 vials
Creature Condition: Dead or Incapacitated
Uses (2): Oil of Sharpness, Midnight Tears
Pricing rarity: Rare (50gp)

Carrion Crawler

Large monstrosity, unaligned (CR 2)
Location: Caves, sewers, dungeons, forested Swamps, battlefields and cemeteries (anywhere with carrion and where other carrion eaters cannot move freely)
Ingredients:

- Crawler Mucus: A creature that comes in contact with this mucus must succeed on a DC 13 Constitution saving throw or be Poisoned for 1 minute. The Poisoned creature is Paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rarity: Uncommon (DC 15)
Harvesting: Poisoner's Kit (DC 20)
Quantity: 1d4 vials
Creature Condition: Dead or Incapacitated
Uses (2): Potion of Resistance (Acid), Oil of Slipperiness
Pricing rarity: Very rare (150gp)

Dracula Parrot *

Small beast, Unaligned (CR 0) (use Eagle statistics, looks like the real animal)
Location: where Death's Head Willows grow (see Black Sap), its only food source
Ingredients:

- Dracula's Blood

Rarity: Very Rare (DC 20)
Harvesting: Alchemist's Kit (DC 10)
Quantity: 1d4 vials
Creature Condition: Dead or incapacitated
Uses (2): Dracula's Essence, Thessaltoxin
Pricing rarity: Very rare (150gp)

Drider

Large monstrosity, Chaotic evil (CR 6)
Location: Underdark
Ingredient:

- Drider Poison

Rarity: Rare (DC 20)
Harvesting: Poisoner's Kit (DC 15)
Quantity: 1d6 vials
Creature Condition: Dead or Incapacitated
Uses (2): Drow Poison, Magebane
Pricing rarity: Very rare (150gp)

Eagle

Small Beast, unaligned (CR 0)
Location: Coastal, Grassland, Hill, Mountain
Ingredient:

- Eagle Claw

Rarity: Uncommon (DC 15)
Harvesting: a Knife (DC 10)
Quantity: 1d8 claws
Creature Condition: Dead or Incapacitated
Uses (2): Potion of Speed, Pixie Dust
Pricing rarity: Rare (50gp)

Elementals

Large elemental, unaligned (CR 5)
Location: Desert and Mountain (Air), Underdark (Earth), Desert, Volcano's (Fire), Coastal, Swamp and Underwater (Water)
Ingredient:

- Respective elemental essence

Rarity: Rare (DC 20)
Harvesting: Alchemist's Kit (DC 15)
Quantity: 1d6 wisps
Creature condition: Trade or Dead or Incapacitated
Uses (3/1/1/2):
(Air) Potion of Flying, Thor's Might, Bottled Breath,
(Earth) Potion of Resistance (poison),
(Fire) Potion of Fire Breath,
(Water) Oil of Slipperiness, Potion of Waterbreathing, Potion of Aqueous Form
Pricing rarity: Very rare (150gp)

Ghost

Medium undead, unaligned (CR 4)
Location: Underdark, Urban
Ingredient:

- Ectoplasm

Rarity: Uncommon (DC 15)
Harvesting: Alchemist's kit (DC 15)
Quantity: 1d4 flasks
Creature Condition: Unrelated
Uses (3): Potion of Gaseous Form, Oil of Etherealness, Potion of Possibility
Pricing rarity: Rare (50gp)

Giants
Huge giants, Varies (CR Varies)

Location: Hills and Forests (Hill), Artic (Frost), Caves (Stone), Volcanoes and Rocky Mountains (Fire), High Altitude Mountains (Cloud), Extreme Altitude Mountains (Storm)

Ingredient:

- Giant’s fingernail

Rarity: Rare (DC 20)
Harvesting: a knife (DC 10)
Quantity: 7 nails
Creature Condition: Dead or Incapacitated, or trade
Uses (2): Potion of Giant’s Strength, Thor's Might
Pricing rarity: Very rare (150gp)

Giant Poisonous Snake
Medium beast, unaligned (CR 1/4)

Location: desert, forest, grassland, swamp, underdark, urban

Ingredients:

- Serpent’s Venom: A creature hit with an attack by a weapon coated in this venom must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Rarity: Common (DC 10)
Harvesting: Poisoner's Kit (DC 10)
Quantity: 1d3 vials
Creature Condition: Dead or Incapacitated
Uses (2): Philter of Love, Magebane
Pricing rarity: Uncommon (10gp)

Giant Toad
Large beast, unaligned (CR 1)

Location: coastal, desert, forest, swamp and underdark

Ingredients:

- Amphibian Saliva

Rarity: Uncommon (DC 15)
Harvesting: Poisoner's Kit (DC 15)
Quantity: 1d4 vials
Creature Condition: Dead or Incapacitated
Uses (1): Potion of Resistance (Force)
Pricing rarity: Rare (50gp)

Giant Wolf Spider
Medium beast, unaligned (CR 1/4)

Location: Coasts, Desert, Forest, Grassland, Hill

Ingredients

- Giant Wolf Spider Hair

Rarity: Common (DC 10)
Harvesting: A knife
Quantity: 1d8 tufts
Creature Condition: Dead or Incapacitated
Uses (1): Potion of Climbing
Pricing rarity: Uncommon (10gp)

Grey Ooze
Medium Ooze, unaligned (CR 1/2)

Location: Underdark

Ingredients

- Grey Ooze Residue

Rarity: Uncommon (DC 15)
Harvesting: Alchemist’s Kit (DC 15)
Quantity: 1d4 vials
Creature Condition: Dead
Uses (1): Vial of Acid
Pricing rarity: Uncommon (10gp)

Imp
Tiny fiend (Devil), Lawful evil (CR 1)

Location: Varies

Ingredients

- Imp Heart

Rarity: Rare (DC 20)
Harvesting: A Knife (DC 15)
Quantity: 1 heart
Creature Condition: Dead
Uses (1): Potion of Longevity
Pricing rarity: Very rare (150gp)

Nothic
Medium aberration, neutral evil (CR 2)

Location: Locations of Magical Learning, Underdark

Ingredients

- Nothic Tears: When used as eyedrops provide 1d4 hours of darkvision

Rarity: Uncommon (DC 15)
Harvesting: nothing
Quantity: 1d4 vials
Creature Condition: Dead or incapacitated, or trade
Uses (2): Potion of Truesight, Potion of True Dreaming
Pricing rarity: Rare (50gp)

Purple Worm

Gargantuan monstrosity, unaligned (CR 15)
Location: desert and Underdark
Ingredients:

- Purple Worm Poison: A creature hit with an attack by a weapon coated in this poison must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Rarity: Very Rare (DC 20)
Harvesting: Poisoner's Kit (DC 20)
Quantity: 1d8 vials
Creature Condition: Dead or Incapacitated
Uses (2): Deathsleep, Water of Death
Pricing rarity: Legendary (500gp)

Quipper

Tiny beast, Unaligned (CR 0)
Location: Underwater
Ingredients:

- Quipper Scale

Rarity: Common (DC 10)
Harvesting: a knife (DC 5)
Quantity: 1d4 scales
Creature Condition: Dead or Incapacitated
Uses (3): Potion of Animal Friendship, Potion of Swimming, Potion of Aqueous Form
Pricing rarity: Common (5gp)

Remorhaz

Large/Huge monstrosity, Unaligned (CR 5/11)
Location: Artic
Ingredients:

- Remorhaz Ichor

Rarity: Rare (DC 20)
Harvesting: Alchemist’s Kit (DC 20)
Quantity: 1d6, 3d6 vials
Creature condition: Dead or incapacitated
Uses (1): Superior Potion of Mana
Pricing rarity: Legendary (500gp)

Skulk

Medium humanoid, chaotic neutral (CR 1/2)
Location: Coasts, Forest, Swamp, Underdark, Urban
Ingredients:

- Skulk Claw

Rarity: Uncommon (DC 15)
Harvesting: a knife (DC 10)
Quantity: 1d10 claws
Creature condition: Dead
Uses (3): Potion of Climbing, Potion of Invisibility, Potion of Possibility
Pricing rarity: Rare (50gp)

True Dragons

Varying Dragon, Varying Alignment (CR Varies)
Location: Varies
Ingredients:

- Dragon’s blood

Rarity: Rare (DC 20)
Harvesting: a knife (DC 10) (1/4 of normal Exp.)
Quantity: Xd8 (X depends on size of the dragon) when Dead or Incapacitated, 1d4 when trading
Creature Condition: Dead or Incapacitated, or Trade
Uses (4): Oil of Dragon’s Bane, Potion of Mana, Superior Potion of Mana, Essence of Rage
Pricing rarity: Legendary (500gp)

Wyvern

Gargantuan monstrosity, unaligned (CR 15)
Location: Hills and Mountains
Ingredients:

- Wyvern Poison: A creature hit with an attack by a weapon coated in this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Rarity: Rare (DC 18)
Harvesting: Poisoner's Kit (DC 15)
Quantity: 1d8 vials
Creature Condition: Dead or Incapacitated
Uses (2): Oil of Dragon’s Bane, Water of Death
Pricing rarity: Legendary (500gp)

Beasts of Faerûn

Environments

A convenient list with all available resources sorted based on environments

Artic

- Frost Lichen (DC 15)
- Silverthorn (DC 20)
- Remorhaz (DC 20)

Blightshore

- Blightshrooms (DC 20)

Coast

- Gillyweed (DC 10)
- Dreamlilly (DC 10)
- Lightning Moss (DC 15)
- Willowshade Bush (DC 15)
- White Ghost Orchid Seed (DC 15)
- Moonstalker (DC 20)
- Eagle (DC 15)
- Giant Toad (DC 10)
- Giant Wolf Spider (DC 10)
- Skulk (DC 15)
- Water Elemental (DC 20)

Desert

- Fire Peas (DC 15)
- Flame Lily (DC 15)
- Muroosa Bush (DC 15)
- Giant Toad (DC 15)
- Air Elemental (DC 20)
- Purple Worm (DC 20)

Feywild

- Pixie's Parasol (DC 10)
- Fairy Stool (DC 20)

Forests

- Cat's Tongue (DC 10)
- Red Amanita Mushroom (DC 10)
- Everfrost Berry (DC 10)
- Morning Dew (DC 10)
- Acid Dew (DC 15)
- Angel's Trumpet (DC 15)
- Nightshade (DC 15)
- Olisuba Bush (DC 15)
- Singing Nettle (DC 15)
- White Ghost Orchid Seed (DC 15)
- Death Cap (DC 20)
- Fairy Stool (DC 20)
- Pixie's Parasol (DC 20)
- Hagfinger (DC 20)
- Rainbow Mushroom (DC 20)
- Giant Poisonous Snake (DC 10)
- Giant Wolf Spider (DC 10)
- Skulk (DC 15)
- Giant Toad (DC 15)
- Ankheg (DC 15)
- Hill Giant (DC 20)

Grasslands

- Cat's Tongue (DC 10)
- Dreamlilly (DC 10)
- Morning Dew (DC 10)
- Bloodroot (DC 15)
- Olisuba Bush (DC 15)
- Pixie's Parasol (DC 20)
- Everfrost Berry (DC 10)
- Sourgrass (DC 15)
- Giant Poisonous Snake (DC 10)
- Giant Wolf Spider (DC 10)
- Ankheg (DC 15)
- Eagle (DC 15)

Hill

- Angel's Trumpet (DC 20)
- Idle Claws (DC 20)
- Pixie's Parasol (DC 20)
- Rainbow Mushroom (DC 20)
- Eagle (DC 15)
- Wyvern (DC 18)
- Hill Giant (DC 20)

Mountains

- Singing Nettle (DC 15)
- Sourgrass (DC 15)
- Lightning Moss (DC 15)
- Idle Claws (DC 20)
- Pixie's Parasol (DC 20)
- Rainbow Mushroom (DC 20)
- Silverthorn (DC 20)
- Wolfsbane (DC 20)
- Eagle (DC 15)
- Wyvern (DC 18)
- Air Elemental (DC 20)
- Cloud Giant (DC 20)
- Fire Giant (DC 20)
- Storm Giant (DC 20)

Savannahs
- Morning Dew (DC 10)
- Bloodroot (DC 15)
- Fire Peas (DC 15)
- Flame Lily (DC 15)
- Muroosa Bush (DC 15)
- Pixie's Parasol (DC 20)

Swamp
- Red Amanita Mushroom (DC 10)
- Gillyweed (DC 10)
- Acid Dew (DC 15)
- Singing Nettle (DC 15)
- Theki Root (DC 15)
- Willowshade Bush (DC 15)
- Death Cap (DC 20)
- Hagfinger (DC 20)
- Moonstalker (DC 20)
- Pixie's Parasol (DC 20)
- Giant Poisonous Snake (DC 10)
- Carrion Crawler (DC 15)
- Giant Toad (DC 15)
- Skulk (DC 15)
- Water Elemental (DC 20)

Urban areas
- Bane Berry (DC 15)
- Carrion Crawler (DC 15)
- Ghost (DC 15)
- Giant Poisonous Snake (DC 10)
- Nothic (DC 15)
- Skulk (DC 15)
- Pixie's Parasol (DC 20)

Underdark
- Ghost (DC 15)
- Giant Poisonous Snake (DC 10)
- Giant Toad (DC 15)
- Grey Ooze (DC 15)
- Nothic (DC 15)
- Purple Worm (DC 20)
- Skulk (DC 15)

Underground
- Mandrake Root (DC 15)
- Mindflayer Stinkhorn (DC 15)
- Stone Giant (DC 20)

Underwater
- Water Elemental (DC 20)
- Quipper (DC 10)

Varies
- Elementals (DC 20)
- Giants (DC 20)
- Imp (DC 20)
- True Dragons (DC varies)

Volcanos
- Ashblossom (DC 20)
- Fire Giants (DC 20)

Credits

This guide is based on a work-in-progress guide written on GMbinder by Lyydia. I've added systems, filled in a lot of empty spaces and added more items to make as well as catalogues to make the guide usable.

I want to thank RobinsonetMoi for their amazing work on translating this entire thing into French and for making that version look amazing. They did an excellent job and I am very, very happy for them to have done so.

A special thanks to TheRedHeadedWriter for spell checking this and presenting me with an embarrassingly long list of errors!

Another special thanks to TehGrinder for pointing out a frankly shocking set of mistakes I made in the pricing of certain ingredients vs. the value of the potions they were made into.

Artwork

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After getting yelled at by my friends for a long time, I have finally relented and made a Patreon: https://www.patreon.com/user/membership?u=78783518. If you'd prefer to give me money another way, I also have a Buy me a Coffee page: https://www.buymeacoffee.com/piccolo917

Any money made from this will be donated to WWF

Everything in the guide has been made because I wanted it and will remain free and accessible to everyone. I also intend to keep updating this guide should I ever have another stroke of creativity. The Patreon is solely for people who want to throw some change my way a thank you.